

# THE ULTIMATE GAME

# YES, WITH THE ACTION REPLAY CARTRIDGE YOU CAN

Just imagine, infinite lives, unlimited energy, fuel/ammo. Become invincible with the



- Action Replay is a powerful cartridge specially designed to allow the user to effectively "re-program" their cartridges so they can play their favourite games to destruction!
- Now you can play your games to levels that you did not know even existed. This is the cartridge the experts use . . . the average cheat takes only minutes.
- No user knowledge is required at all if you can play the game you already know how to use Action Replay. All input is via the joystick/pad it couldn't be simpler!



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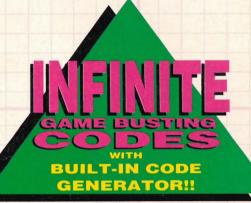
# BUSTING CARTRIDGE

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unlimited power or extra Action Replay Cartridge.

With its advanced ASIC hardware design, the Action Replay Cartridge can react to new games as they appear. No need for future updates, no need for code books . . . this is the only cartridge you will ever need.

Unlike other products Action Replay has a unique built-in "GAME TRAINER", which allows you to easily find and create your own cheats for Infinite Lives, Power, Energy, Levels, etc. etc. No need to wait for someone else to supply you with cheats!!!!







CARTRIDGES ON YOUR UK CONSOLE.

TOR THE SUPER MESS



With this universal games adapter you can now choose from the huge range of available US & Japanese software for your UK SUPER NES™ Console.







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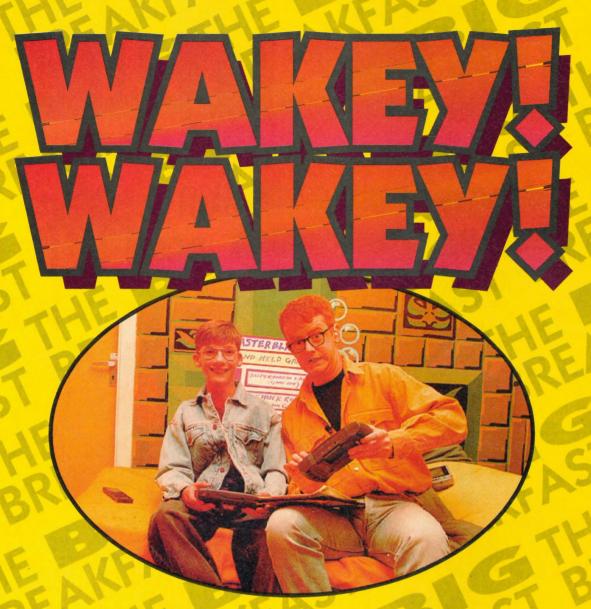






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THE BIG BREAKFAST's comin' to get ya – every weekday morning on Channel 4 between 7 & 9am.

With features like Down Your Doorstep, Who's Washing Line is it Anyway and Guess the Mess, it's one fry-up you can't afford to miss!

You can even catch the hottest and newest games every Monday and Thursday on Masterblaster – the fastest moving console & computer games section on telly.



THE EST OF BREAKFAST





Magical Quest starring Mickey Mouse



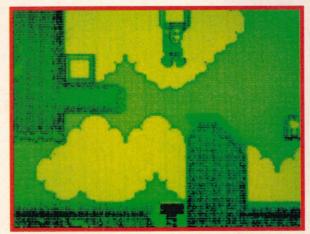
I'm comin' Pluto! The most famous mouse in the world is on a quest to rescue his faithful doggy pal. So put on those big round ears and pop over to Page 14 and help him out!



# **Lemmings**



Those suicidal rascals with green mop hair and blue dungarees are trying to jump off cliffs again! Grab a handful of dynamite and sort them out on Page 24!



# **McDonaldland**



Forget about getting fat from burgers and fries. Have the full McDonald's experience on your Game Boy with this Christmas cracker from Ocean on Page 34!

# Merry Mario!

Soft drinks, shoes, kites, posters — come and get that Mario merchandise!

# **Soccer** special

Four frosty soccer sims with a bit of sparkle! Get those boots out of the cupboard and start polishing!



Your essential guide to cart buying this Christmas. Eight pages of corking games.



Sega Vs Nintendo! Who packs the biggest punch? (as if we didn't know)! Plus Gunns' Garbage!



Oodles of Ocean games plus an exclusive look at the SNES Tom & Jerry!

Compo!
Come party with the NFORCErs this Christmas.

46 Another compo!

A stocking full of goodies, plus a very fishy membership pack. Certainly no red herring!

# Ace's High

More hot Street Fighter II tips from the people in the know!

Chart Toppers

Top ten carts for your gaming system. But no Bruno Brooks!

**Yank**Tank

4

The bloke with the big tache warbles on about the latest US happenings!

Contental

a merry gaming christmas!

ishing you

6

N-FORCE ■ JANUARY '93





- hours of fun guaranteed!

Jolly joypads!
Broke your thumping button? Check

# Six of

The swankiest NES platform games this side of heaven — straight from Headmaster Roberts himself!

# Subs & Winners

Have a sexy delivery on your doorstep every month!

# **Junk** Mail

What have you been chatting about lately? Plus more problems solved with Nick!

# N-Force Xpress

More jolly japes with that little blue card!





out the new pads and sticks!

Let your hi-score enter the zone and cheat if you dare!



The place all the Del Boy Trotters hang out!

# **Next Month**

The only magazine with infinite continues!





# Super NES

**14** Mickey's Magical Quest

**26** Super Star Wars

**Road Runner** 

Super Play Action Football

40 Skins Golf

**86** Soul Blazer

**2** Super Double Dragon

94 Rampart

96 Clue

99 Sky Mission

**102** F1 Exhaust Heat

# NES

24 Lemmings

32 Parasol Stars

**78** Prince Valiant

**B2** Super Turrican

# Game Boy

34 McDonaldland

**79** Prince Valiant

**Toxic Crusaders** 

**5** Super Hunchback

90 Xenon 2

# **Coming Yourway**

More games to hurt you and your bank balance. Fancy a pant-wetting Christmas list guaranteed to make you miss the Queen's speech? You got it!

# **Official Releases**



£42.99 On sale now Lemmings Mario and Yoshi On sale now £29.99 **Operation Wolf** On sale now £29.99 **Parasol Stars** Early '93 Early '93 **Prince Valiant** Early '93 Robocop 3 Talespin On sale now £39.99 The Flintstones On sale now £49.99



Battletoads
Kirby's Dream Land
Lemmings
Mario and Yoshi
Metroid 2

On sale now £24.99
On sale now £21.99
Early '93
On sale now £21.99
On sale now £21.99



Dragon's Lair Early '93
Cool World Early '93
Lethal Weapon Early '93
Mr Nuts Early '93

Pugsley's Scavenger

Hunt Early '93
Street Fighter II On sale no

Street Fighter II On sale now

These lists are estimates from the companies and therefore release dates may change between now and then. Remember, these are official release dates in the UK — you can buy many of the carts earlier from importers advertising in N-FORCE



# Just a quick trim

sequel to this year's box-office smash Lawnmower Man is set for release in late 1993. Based on a short story by Stephen King, the film has already grossed \$90 million.

The Sales Curve have also acquired all video games and multimedia rights to the film. These will be put to good use in the Lawnmower Man II game set to follow the original.

# **Super Genieous!**

reat news for all SNES addicts out there!
The amazing 'game enhancement'
device from Code Masters and Hornby
Hobbies, the Game Genie, is about to
burst onto the Super Nintendo with full force!

It's about to be launched in the USA with the UK version ready to hit the shops in February/March 1993.

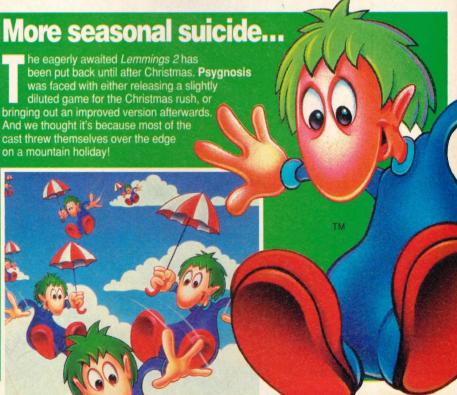
In the package game fiends get the Game Genie adaptor plus a code book with

> thousands of special effects and standard codes for a multitude of games.

With the Genie you don't just get infinite lives, time and energy. A code cracking team have come up with mega jumps, level selects, super speed, changing music, invisibility and alter gravity codes for the top games.

This is the only video game enhancer where you'll get to see Mario floating along in *Super Mario World*! Retailing at £44.99, look out for an exclusive in-depth report soon!







The CD revolution

intendo is planning a late entry into the rat race of CD gaming with a big ace up their sleeve! At the Shoshinkai Software Show in Tokyo company president Hiroshi Yamauchi announced plans for a Super Nintendo CD-ROM system with a 32-bit processor and a

special Super FX custom chip!
The CD aims to provide twice the processing power and speed of the snes.
Development is hoped to be completed in 1993 with possible mass production by August.

This is made possible by the new SNES
Super FX custom chip. Based on RISC
technology, this amazing chip offers texture
mapping, higher quality shading and true 3D visuals.
Companies already signed up for development include
Virgin, Sony Imagesoft and Electronic Artswith Capcom
and Konami set to follow shortly.

Street Fighter nein?

t's on, it's off, no, it's on again, sorry it's off
— it's like Liz Taylor's wedding ring.
Inside sources reveal Capcom will not be developing a snes version of the Street Fighter II Championship game. After careful consideration the idea was declared unpractical as the new version would require even more memory than the already bloated 16-megabit original.

However, Nintendo recently unveiled specifications for 32-megabit software and, coupled with their other hardware advances, it's now technically possible.

Polish off that ring Liz, it looks as if it could be back on again!



OFFICIAL STICKER ALBUM

THPS A TACTICS

TRICKS
A CHEATS

MAPS A LEVER GUIDES

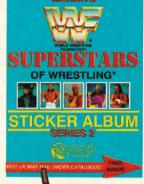
Sticky wizard

emember those old sticker albums — well now they're big business. British company **Merlin** have just released an action-packed Gladiators sticker album and within the first week they sold four million stickers!

Other releases include the tremendously popular WWF album (850,000 albums and 32 million packs of stickers sold) and Nintendo album (720,000 copies and 12 million packs

of stickers).





Just call me Link..

> f sales of American games are anything to

lickin' an'

stickin'!

go by, The
Legend of Zelda is
going to be one big title
next year. The popular
sness adventure is
forecasted to sell two
million copies in the
States by the end of this
year. Nintendo are

predicting it will become one of the most popular console games of all times.

'In one week in May alone, there were 92,000 calls to our games counsellors in the USA about Zelda,' said **Nintendo**.

# Oh, the joy of it all!

pectravideo have released a sexy looking joystick for the NES ready for the Christmas rush. The Deltra Ray is being called the Madonna of joysticks! As you can see from this picture it's true blue though it doesn't have its own book of erotic pictures and stories!

The Delta Ray has two speed autofire, four fire buttons and a unique comfort grip! All for £13.99 at a game store near you.

That's handy!

op joystick bods, **Spectravideo**, have come up with a couple of great new devices for your Game Boy. The Handy Boy series got off to a cracking start with the mutili-purpose adaptor (see the joypad feature this issue) but that's not all they've got in store!

The Handy Boy Kit battery charger takes only one hour to charge and gives 14 hours play for your Game Boy. There's even a thermo sensor for protection against overcharging!

The Handy Carry protects your portable pal from sun, sand and surf and has a hard wearing protective case with a screen visor and adjustable strap.

The charger retails at £39.99 and the carry case is £5.99



### **Sweet fighter too?**

lospitals in the USA and Canada have been bombarded with a new snes game starring diabetic superhero Captain Novolin! This muscle-bound guy battles against enemies Fizzy Floyd, Cola Creep and Jumpin' Jelly to teach children about diabetes.

Distributed through a sponsorship with a top insulin manufacturer this game will possibly hit Europe next year.

### He was my best friend

The UbiSoft game *Dyna*Blaster has been criticised by Belfast Councillor Tom Campbell for being distasteful. He argues that considering the recent IRA bombing activity in Britain, the game could encourage kids to 'blow up friends.' Does this mean playing Mario encourages kids to befriend dragons and gobble mushrooms?!

### You kids are game mad

Throughout last month blood was being spilt in chains of Comet around the country. **The Computer Video Games** Challenge took place in over 200 stores. The top 50 highest scorers are competing at the

mighty Gamesmaster Live show as we speak. The final six contestants represent Britain in an International challenge and then probably take over the earth!

### Yeller-bellies!

Intendo has signed a development deal with American Laser Games — the company responsible for the successful Mad Dog McCree and Space Pirates laser disc arcade machines.

### Illegal fighting

umours have it that a pirate NES version of Street Fighter II is now selling in Hong Kong. From what we've heard, the highly-illegal cart has only four players and just some basic moves. It all sounds a bit dodgy to us...

### Five-up

f two's company then five's a riot. Thanks to Nintendo and Hudson that's how many pals can now play on your SNES at one time.

The five-player interface was launched in Japan last month and takes the shape of a four-way adaptor plugging into the Player One port leaving the Player Two port free for a fifth mate to join in!

### Sonic boom!

In the first week of October total snes sales climbed to 225,000 units! And with the new Street Fighter II package, Mike Hayes of Bandai UK is confident the 300,000 mark will be passed before Christmas!

### Your number's up!

BC youth magazine programme 100% has been shown the door. The series was supposed to start a new on January 8 but alas is now never to be.





hursday, 5.30am, London: Ben Keyworth drags himself out of a warm bed, into a denim jacket and along to a converted dockside cottage down past the East End. While most 12-year-olds are happily snoring, he's preparing himself for his weekly appearance as the host of The Big Breakfast's Masterblaster segment.

In front of an audience of millions, Ben sits in a small room with show presenter Chris Evans playing a Game Boy, ignoring the usual morning mayhem of the show.

It's a job most of us could only dream of - reviewing games and consoles on TV, but one which Ben fell into almost by accident.

I knew a man in Channel Four who suggested me for a games section in this new show they were doing,' said Ben.

'I did and interview and a pilot, they called me Ben the Boffin, and next thing I was on TV!

From next month N-FORCE and The Big Breakfast join forces for an exclusive regular column in this magazine! Masterblaster star Ben the Boffin will be bringing you tips, game info and all the latest from The Big Breakfast show. Make sure you keep tuned to The Big Breakfast and N-FORCE...

Ben still goes to school, enjoys reading computer mags, and is really impressed by the snes. He's your average every-day game fiend.

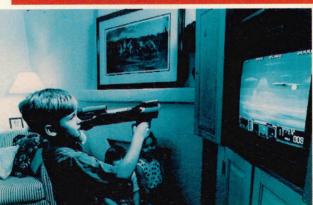
'Being on TV was quite nerve-wracking to start with,' he says. 'Sometimes I look at the clock, see it's eight minutes to go, and the panic sets in!'

As the games expert on British TV's most popular morning show, you can be sure you're going to see a lot more of Ben 'the Boffin' Keyworth

Serious scopin'

ood news for all you Super Scope fiends out there - a new scope game is set to hit the scene complete with two-player option. Until now the lightgun, currently being sold in the UK with a SNES console, has only one compatible cart containing six simple games.

But our spies in America tell us another is on the way. Battle Clash



features multiple game sequences, nine different challengers and allows players to choose different weapons





destroy these miserable mutants in time to save the world...















# Clash of the tit

Mean and moody, is the Mega Drive still the bad boy on the block? Or is it the snes, bigger, brighter, better — quite simply the console Santa would bring you?

ho is the best? Sega or Nintendo? For SNES owners it's an easy question to answer. With games like Street Fighter II, the legendary Super Mario World, and the massive media hype surrounding it all, Nintendo wins hands down.

The Nintendo SNES machine has stronger colours, better graphics and by far and away the best games. It's the leading console in Japan, America and Germany. In Britain it's already sold 300,000 since its release a few months ago. It is, in a nutshell, THE console to own.

### **Personality clash**

The battle between the two companies and their games and machines has been raging for years. Nintendo blasted onto the market with a smiling Italian called Mario in 1983, and since have become the biggest games company in the world.

But about two years ago Sega countered the NES with the Mega Drive, and it was a breakthrough as far as

games go. With great graphics and action, Sega's *Sonic* became an overnight success.



Then Nintendo hit back with the Game Boy, a handheld hit which has now sold 10 million, and this year released the awesome SNES which has proved to be a far better machine than the Mega Drive.

# **CD** fightback

But despite the popularity, there are signs the SNES may, over the next few months, be up against some strong competition.

Sega has released Sonic 2, which

looks like its going to take some of the shine off the amazing Street Fighter II this Christmas.

And then there's Sega's CD-ROM, a machine which plays compact disc games and has higher quality sound and graphics.

Take that with news that Street Fighter II will probably appear on the Sega CD-ROM and pehaps even the Mega Drive, and the SNES is facing a



# Who's the best?

Sega Force editor Chris Knight on the Mega Drive:

'The Mega Drive has always been seen as a sleeker and better-looking machine, and has a lot more games than the SNES.

'I think *Sonic* has always beaten *Mario* — Sonic is so much faster and there's more action whereas Mario just plods around the screen.

out on Sega CD and the Mega Drive shortly, and the CD with its sounds and graphics will better the SNES."



### N-FORCE editor Doug Green on the SNES:

I think everybody knows the SNES is a better machine than the Mega Drive, and is going to be a big hit this Christmas. But Nintendo really wins on the games front. Have a look at Street Fighter II, Axelay, Super Star Wars, Mario Kart and Zelda and show me any Mega Drive games which beat them.

'There aren't, because the games companies seem to prefer the SNES — it's not hard to see why.'



Nintendo. Roast my

chestnuts! I was

having a sip of something 'medicinal' and

contemplating

seasonal stomach

lunch when Doug

this.

pains after scoffing

my N-FORCE chrissy

reminded me to write

Anyway a nice

dropped us a note to

ask what the last line

of the Action in New

Well Bev it goes

like this: '...this is the

Chris. Oh, and Bev you sound like such a

nice person you can

Christmas party if

me to go and get

trying to pinch

Well it's time for

stuck down chimneys

prezzies. Join me at

next month for 'Have

I got booze for you!"

the drinks cabinet

game for you and

Santa too.' 86%

come to our

you like.

young lady by the

name of Beverly

York review last

month said.

tough battle.

It may be the star at the moment, but Nintendo has to keep pushing if it's to be the only one in the spotlight.

### Those facts...

- Nintendo sold £2.6 billion of games and machines last year, compared to Sega's £0.7 billion.
- The Nintendo company was formed in 1889 by the current president's grandfather - Sega was formed in the late '50s.
- 33 million NES consoles and 215 million games have been sold since its release.
- There are now about 850 snes, nes and Game Boy games on the market.
- In the USA 35 percent of American homes have Nintendos.
- Mario's now more popular and better known than Mickey Mouse!
- Street Fighter II is expected to sell more than one million copies within the first six months of its release.



# explained... Regulars!

SNES

Reviewed!

**NES** 

Reviewed!

**Game Boy** 

Reviewed!

Tips!

Featured!

### **Doodle burgers** Yum, yum, yum! They love the hot games, but start eeling very queazy at those not coming



31-50

0-30





A great ball shoot sequence, with average animation helps bring the game graphics to a high level.

Better than an Abba concert. The bleeps and blips combine well to give a highly realistic effect.

o good it could almost play itself! I don't know how they pack so much into one game.

Vouldn't put it down if the b<u>omb</u> went off — after the initial 20-minute ntro there's action all the way,

antastic value for money ss this one at your peri

The flags show which version we tested! (SNES only)

### **VISUALS:**

How the game looks in terms of sprites, title screens, scrolling and backgrounds. SONICS:

Music and sound effects — and whether they are suited to the game or not. PLAYABILITY:

Indicates if the game is easy to get into and understand, and how difficult it is to play. LASTABILITY:

Does it offer a strong challenge and does it hold your interest? How addictive is it? FORCE:

The overall rating of the game - an average of what both reviewers though of it.





Mickey Mouse in his house, pulling down his trousers. Quick mum, smack his bum... has NICK gone nutty or what?

he mouse with the most has squeeked his way onto the SNES at long last. Mickey stars in the Magical Quest with pals Pluto and Goofy along for the ride.

While playing catch in the park, the ball goes astray and plucky Pluto runs

off to find it. MM's faithful friend gets dognapped by evil Emperor Pete and must be rescued before he ends up in a effects from the giant doner kebab!

**Disney stable** With the help of the wizard, who provides magic potions and spells to use in the oodles of levels, Mickey battles against Pete's devilish dudes.

## **Cheesy grins**

Starting in the tree tops and taking a journey through hell, into the icy wastes and finally to the sky palace of the Emperor, this brave mouse really has his work cut out.

The Disney graphics shine with perfectly-animated sprites, gorgeous parallax backdrops and great SNES

effects on the guardians.

There's always something going on with rotating tomatoes to ride, falling leaves to negotiate and lots of cute characters to chat up. Mickey has so many expressions and movements you almost believe you're watching a

feature length Disney epic! A particular favourite is when he conjures up a screen and dives behind it to put his turban and

cape on - excellent! Magical Quest will keep platform game

fiends happy for many an hour. There are plenty of challenging levels with lots of swimming, jumping and spellthrowing to be done. Okay, so we've seen the game style many times before but none has been as slickly presented as this.

A superb game with enchanting music and sound effects — Walt Disney would've been proud! Who's the leader of the pack, that's great for you and me? M-I-C-K-E-Y M-O-U-S-E!

**NICK 92%** 



Well, I thought I'd seen everything on the SNES then along came *Mickey's Magical Quest*. This is without doubt the best arcade adventure I've seen — there's nothing I can fault it on! Perfect in every aspect — even the difficulty levels seem to be pitched just right. It's full of great touches showing fantastic attention to detail, such as Mickey disappearing behind a screen to

change one of his many costumes. One of very few compulsory CARL 93% purchases around — I'd recommend this to anybody!



Kerpow! All dressed up and nowhere to go! Mickey practices his magic on the nasty leaves. These are the only way of crossing the ravine but one gust of wind and the plucky mouse will go a right cropper!

**Enchanting** 

music and



# **Disney Delicacies**

Apple: start them spinning for a helicopter ride to the skies!

Heart: extra energy always comes in handy somewhere.

Aladdin's lamp: power-up the magic when wearing a turban.

Coins: the more you collect the bigger the end-of-level bonus!

Chickens: pluck a feathered friend and receive a gold coin!

Blocks: smash them open to discover lots of goodies.

Fire hydrant: power-up the fire fighting Mickey Mouse!

Some of the expressions Mickey comes out with are hilarious and boost the games addictive quality off the scale. This is a SNES game not to be missed!





A nasty archer with strange arrows can soon stop Mickey in his quest. A spot of magic in the right place will send him to the big Robin Hood film in the sky!



Another quick change and the mouse with the mostest becomes a fire fighter. The water effect from his hose is great!

The end of level one and a strange beasty appears. Bounce on his bonce to send him to an early grave.



Some of these level guardians are real mean. This geezer bashes the ground with a hammer causing lava columns to rise! Get him with the magic Mickey!







38



Hi there Goofy! The gawky dog is full of useful advice — NOT! You can always use his Robin Hood suit.

Later into the game a flying carpet is the best way of getting around. Watch your head on that statue!







# **Taking the Mickey?**

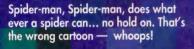
What famous film star has big ears, a high-pitched voice and has acted in over 130 movies? No, not Ronald Reagan — but everybody's top mouse pin-up Mickey H. Mouse esq.

His first major film was the rather seedy Steamboat Willie, in 1928. By 1930 he was a superstar and ranked along such greats as Greta Garbo, Charlie Chaplin and Linda Bellingham(?).

Mickey was loved by everbody — kings, presidents, dictators (Hitler modeled himself on Mickey) and of course kids. In 1950 he went into televison and the theme park business, helping turn Disney into the huge corporation it is today. Since the fifties Mickey's made lots of friends — the beautiful Minnie (well it's in the eye of the beholder), Pluto, Goofy and Donald Duck.

He's still very much the superstar (currently starring in Rambo 8) and he's still adored by children of all ages.















Producer
Capcom
Players
1 or 2
Price
£45
Supplier
Krazy Konsoles



Oh no! The evil Emperor Pete is about to squish Mickey with his size 15 DMs. Nasty man.

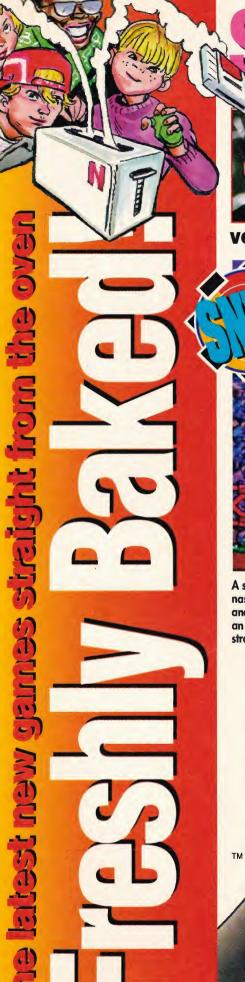


Lots of landscapes to plunder and three difficulty levels

Trying a harder difficulty level first will save the surprises for later

Added Disney sparkle makes it stand out from the crowd





Hot from the States, the MANIC

MARSHAL brings you an exclusive sneak preview of a very cheesy adventure romp!

16 SA 30

A scrapyard full of putrid fish bones, nasty mosquitos and bugs, evil screws and a ferocious dog — it's no place for an easy-go-lucky mouse like Jerry stranded miles from his home!

mischievous mouse and a crazy cat at each others throats, combined with plenty of nervewrenching platform action — that's the upcoming *Tom and Jerry* for the snest

It's like *Mario* with more fun. The famous cat and mouse cartoon duo, created in the early part of this century, team-up in a hectic adventure through junk yards, toy stores, a movie theatre and several action-packed levels.

It's a superb game full of great graphics, laughs and a neat two-player option giving someone else the chance to



Walking the tightrope?! But wait a minute, there seems to be a couple of lumps of cheese at the end of it. The things a mouse has to do for a snack!

be Tuffy, a little diapered baby mouse!

The object's simple — you, as Jerry the mouse, have to find your way home. Between you and that nice warm mouse hole are stacks of nasties and puzzling stages. Yep, there's a bit of heavy thinking needed here!

Starting off in the most putrid junk yard imaginable, Jerry dodges garbage, trashy fish skeletons, used chicken drumsticks, bugs, mosquitoes and crazed screws. And of course there's also the toxic crud. Sounds delightful, don't it?!

Just when you thought it couldn't get any worse, there's the Junkyard dog to face — so make sure young Jerry's eaten plenty of cheese before he gets there.

## **Baddies galore**

And that's just the first level. There's platform after platform of running jumping and evading all those nasties determined to stop Jerry from making it home.

Animation's first-rate — characters move around convincingly with good sound effects. Humerous little touches add to the delight — when Tuffy gets bored, he amuses himself with a

# Hi Tech Expressions 68

# **FORCE FAX** om and Jerry have changed

during the years, mainly in the removal of violence. The two used to really wack the beeepers out of each other!

× 10



paddle-ball from his pocket.

they are!

It's an easy game to get into, and one that seems simple. But once you

get involved, frustration begins building

from the maze-like way the levels are constructed. So while the frantic shoot-

em-up or D&D gamer might think this game is 'simple' — a few minutes of playing shows them just how wrong

Our big-eared adventure hero getting up to more mischief. It's a dirty job but someone's got to do it...



A couple of bald tires in a rubbish dump seems as good a place as any for a kip it's not easy being a famous mouse you know!





And what's a friendly little mouse like you doing balancing on a taught piece of wire? Whadya mean you'd like to join the circus?



Ho hum, it's junkyard time again. Jerry has a ball bounding around in piles of rotting refuse searching for cheese and avoiding half-eaten chicken bones.







# Lethal Weapon

CHOOSE YOUR HISSION.

hey're back the mad one and the

ORE 0000000

condition old one. Yep, we're talking

Riggs and Murtaug.
Two of Americas finest cops make their debut on the SNES with Lethal Weapon 3. Closely following the plot

of the film, things go wrong from the start for the dynamic duo

First off, they find a bomb in a basement carpark and Riggs decides to try and defuse it (would you let a one-time certified A-1 nut boy loose with wire cutters and a UXB? Me

A very big bang follows and the terrible two are blamed and busted to street level.

The game picks up the action here in a four-stage arcade action extravaganza revolving around the discovery by Riggs and Murtaug of a



suspicious quantity of weaponry! But how much is suspicious? A couple of machine guns? Ten? Enough to kit out National Guard? I'd really like to

The first three stages can be completed in any order, but you must have all under your belt before you are granted access to the fourth and final classified

The pre-production Lethal Weapon 3 looks and sounds great and the gameplay seems solid. We'll give you the lethal low-down as soon as we get a complete copy for review. Until then hang tight.



# **Nuts with class!**

Spread over a variety of action-packed levels, the gorgeous graphics and thumping soundtracks complement each other perfectly.
N-FORCE got an exclusive look at the

later levels and just look at the results.

information.





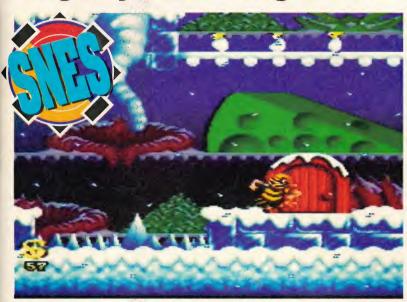


Ocean

uts, whole hazelnuts! What do you associate with nuts? Chocolate? Meccano? Or a wacky squirrel with a big bushy tail? If you answered 'yes' to the last one, you've been hanging around Ocean's French offices - zut alors!

Combining their talents, top French programmers have come up with a potentially brilliant arcade/ platform adventure. We saw a pre-production copy of Mr Nuts, an extravaganza starring the Indiana Jones of squirrels!

# The Addams Family: Pugsley's Scavenger Hunt





e gave you the low-down on this great new Addams Family adventure last month but since then we've had an exclusive look at some more awesome levels.

Sit back and have a good gawp at these stunning stills. The screen effects are out of this world, with bubbles. snow and the best animation we've seen so far on the SNES!

A review's coming your way very

# ush Over

emember domino toppling? A strange hobby performed by people who haven't a clue how to play for real! We've all seen the mammoth domino toppling attempts on *Record Breakers* — well now, here's the console

The whole thing's presented in a similar way to Lemmings, with passwords for each level and tiny sprites to manoeuvre. There are different kinds of dominos available — some explode, some only fall in one direction and others are just your average black and white game piece.

# Going dotty!

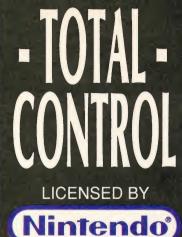
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A tiny guy with a big nose trundles along platforms, picking up pieces and placing them in their proper place. The idea's to set up dominoes so they topple and hit a marker at the

end of the level.

Sounds a piece of cake doesn't it? Well, if you saw the disappointed faces on the Japanese when their world record attempt failed, then you know it's tougher than it

Watch out for this crazy game on your SNES soon.



- **AUTO FIRE**
- TURBO FIRE **SLOW MOTION**
- **SLOW MOTION:** Two slow speeds and a normal speed. Slow speed lets you master the game before you tackle it in

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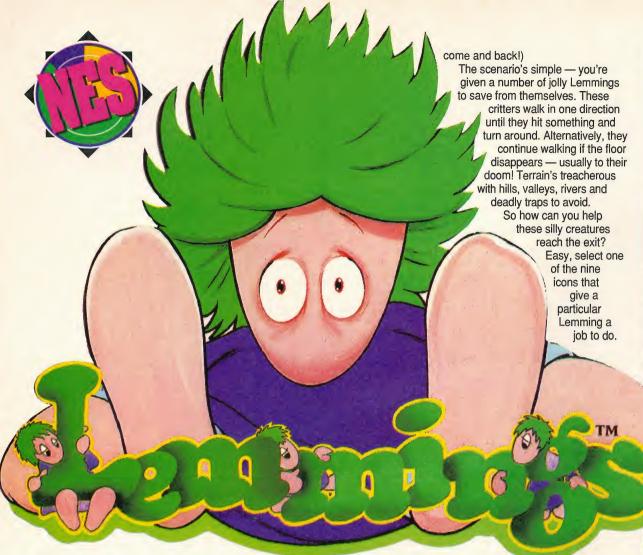
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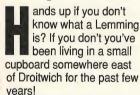


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This little Lemming went to market, this one stayed at home. This one had roast beef... and NICK had none so he blew them all up!



Dressed in blue dunga

rees and sporting a green mop hair these little rodents have been jumping off cliffs,

running into traps and exploding on almost every computer and console format imaginable.

Now they've made it onto the NES and it's up to you to keep them alive (or blow the little buggers to kingdom

### Lover's leap

Train the critters to climb, float, dig. mine, bomb, block, build or bash through the rocks. The ninth option's to nuke the whole ruddy lot in one giant massacrel

There are over 80 levels and four difficulties in the NES game, with landscapes getting trickier and the number of tasks getting smaller. The trick's knowing exactly what job to give to which Lemming and getting there fast enough to do it!

Luckily, there's a password after each completed level so there's no need to rip your hair out!

I don't understand why Lemmings made the move onto the consoles. It's slow and fiddly on the SNES, the NES version looks good but there are only 14 Lemmings on screen instead of 100!

Using a joypad to select icons, then attempting to catch a Lemming is so frustrating it's almost unplayable. The original Lemmings concept uses a mouse making gameplay much more enjoyable - no such luxury here though.

If you're a big Lemmings fan or simply inquisitive, have a bash at the NES version. Definitely a game to try before you buy! **NICK 79%** 

# FORCE FAX



ause the game at the start of each new level and have a good look around. Most of the problems can be solved without having to panic!



The icy wastes are no place for these little Lemmings. Get them home quick before they freeze to



Man over board! No, hold on a minute - hundreds of men overboard! Let's hope they have a soft landing in the mud.



Where are you all coming from? From Lemming land where we belong! Sitting at home in front of the fire doesn't appeal to these guys — they go walking.





**Attempting to** catch a Lemming is so frustrating!

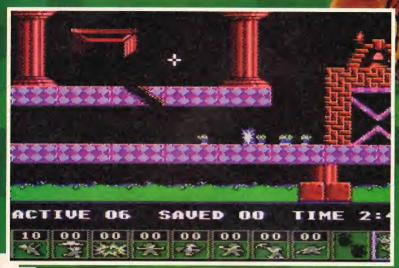


Aaaarghh! Send for the men in the white coats, this game's driving me mad! Excellent graphics, toe-tapping tunes, squillions of infuriating and addictive puzzles this 8-bit version's a stormer! Let down by poor control but I keep coming back for one more go! If you're looking for an ideal Christmas present then stick

Lemmings on your list — the only problem is tearing
yourself away to scoff the turkey and pud!

CHRIS 83

**CHRIS 83%** 



Oh no! Everything has gone horribly wrong on this level. The only thing left to do is blow all the green haired dude to kingdom come! Aww, shame.

Climber: makes a Lemming climb up any wall he encounters but when he reaches the top he jumps off! Floater: gives the critters little parachutes so they won't die.





Bomber: condemn a poor defenceless creature to death! **Blocker:** they stick their arms out in both directions turning back



**Builder:** cross rivers and chasms by building a lovely bridge! Basher: burrow



through rocks creating a handy tunnel. Miner: create passages diagonally downwards.



**Digger:** for a vertical shaft straight down.



Nuke: ha! Blow all the horrid creatures to kingdom come!







0.0

SAVED

cked with annoyingly brilliant ditties that everyone should recognise

erribly difficult to control making frustrating gameplay.

enty of levels to tackle in four difficulty modes

pity the NES doesn't have one



76

90







Tailor made for blockers! If a little Lemmings falls too far he splatters into a pulp. Ideal for gritting the path on a cold winters day.







Is it the best game ever on the **SNES? We strapped CARL to a** second-hand X-Wing and shot him at the Death Star to find out. Yeee haarr!

long time ago, in a far distant galaxy, some hugely unpleasant people with a fetish for black rubber and bin liners decided how clever it would be to build an awesomely gigantic space station packing the biggest bang since Universe day one. They then went around beating up on members of the galactic squeaky-clean club.

Yep, you guessed it! It's Star Wars

starring the dashing Luke Skywalker, Princess Leia (champion hair plaiter and galactic spy) and Mr black plastic himself, Darth Vader!

## Supa troop-pa-pa

This is the game of that film and what a knockout it is too! Begin as Luke blasting his way through Tatooine deserts in a blaze of gorgeous graphics. Basiçally a left, right, jump-a-bit level, it shows no originality on the gameplay front but with graphics,

speed and sound this good who cares?

Having rampaged your way through assorted vultures, scorpions and womprats, stand up to your neck in quick sand and unload your blaster into the Sarlacc pit monster.

# Low flying speeder Time to take a deep breath and jump

into the Landspeeder as you're

treated to a feast of Mode 7 spin-scroll-'n'blasting.

Clear the landscape of the nasty Jawas in their flying commodes and then

it's full speed ahead for the sand

What, yet another game mode? Yep, now it's the turn of the jump-anblast moving platform bit as you scale the outside of the crawler destroying gas vents, homing droids and more Jawas until you get to the top and gain access to the interior.

# A cast of thousands

As the play progresses from the sand crawler to Mos Eisley to the cantina to the hanger housing the Millenium Falcon (the fastest hunk in the galaxy) and so on, pick up Chewy and Han and have the choice of playing them instead of Luke.

They all have their advantages — Chewy has the best endurance and is great in the beat-'em-up canteena sequence but about as much use as a blind man in a Yogi Bear suit on the tricky jumpy bits.

The ingenuity of the programmers amazes me and I'm gobsmacked by the excellent sampled soundtrack and FX. One of the best games ever, not particularly for originality but for the masterly way so many gamestyles have been forged into a thoroughly playable whole. Roll on *The Empire* Strikes Back.

# FORCE FAX



n the first Landspeeder level don't fly around the screen chasing Jawas. Slide left and right and pick off your quota of twelve.



One of the best

games ever

seen!

Jawas everywhere! Luke and his bumbling golden friend blast their way to the Sandcrawler across the dangerous Tatooine desert.



'My what big teeth you have — and don't those tentacles look frightening!' Our golden-haired hero lets the Sarlacc monster know who's boss.



Blast those Jawa's away before the thermal detonators knock you off of the platform and all the way back down to the bottom of the Sandcrawler. This is very annoying indeed!



The other night I had this nightmare I was in a pit being slowly digested over a thousand years while being sunburnt by the twin suns of Tatooine. To say I've been affected by *Super Star Wars* is an understatement. The Landspeeder level is great with the sinister town of Mos Eisley looming on the horizon and Jawas attacking from every direction. Sound cuts straight

through you, with explosions and laser weapons going off everywhere. Of course the famous theme blasts out at the beginning, striking a chord with everyone growing up circa 1977. This game's probably going to be the subject of my nightmares for the next six months... it's wonderful!

TOTAL LOW-DOWN BLACK EVIL JUST 50 SEXY?

DARK SIDE



MASTER LUKE! R2-D2 IS BABBLING RBOUT HIS MISSION. HE SRYS THAT HE IS THE PROPERTY OF AN OBI-MAN KENOBI.

'Does this dribbling dustbin never shut up! I'm a movie star you know, and he keeps pinching my best lines...'



Now that's a nice trellis for my ivy. I wonder who put my head on backwards anyway?



SCORE: TIME:



Inside the Death Star going for gold (or at least a nice looking princess who knows how to plait her hair.)





Yee-har! In a scrolling shoot-'em-up extravaganza, you blast your way through dozens of Tie-fighters and towards the Death Star's exhaust port.





HEART OUT,



### **LUKE SKYWALKER**

HEIGHT: 5' 9' AGE: 19

WEAPON: Blasteck BL-22
ORIGIN: Tatooine

A young Jedi knight who's had a grudge since his parents were killed by the Empire's forces. Luke

is the rebel hero.



### **HAN SOLO**

HEIGHT: 6' 0" AGE: 31

WEAPON: Blasteck DL-44
ORIGIN: Unknown

Happy-go-lucky Han is the owner and pilot of the Millenium Falcon. The only things he knows are how to smuggle and how to play chess.



### **CHEWBACCA**

HEIGHT: 8' 0" AGE: 200

WEAPON: Crossbow FD-011
ORIGIN: Kazhyyyk

Chewy is Han's co-pilot and is also a great chess player. But be warned: he doesn't like losing. Has he never heard of Wash and Go?







Above and right: inside the Death Star Han blasts away at anything that moves, showing total disregard for Imperial property...



DUIER LEVEL



Zooming over the Death Star (above) and Princess Lea wearing the latest in imperial fashions (right). Lea's interests include watersports and galactic peace...







# N-RATING

Better than life, well, better than the rest of the genre

## **SONICS**

**493** 

Top notch — close your eyes and you could be watching the film

# PLAYABILITY

So simple to play it's a dream come true, apart from the jumping

# LASTABILITY

was hooked the moment I laid yes on it, and so will you be

# FORGE

On the money, on the top and on your sies soon. Get it now!



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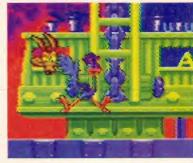
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Meep, meep! What travels at 100mph, has a lovely blue colour and a silly beak? NICK in his ocean-blue Escort (we lied about the beak)!

ou can't beat a good cartoon show can you? Bugs Bunny, Mickey Mouse, Goofy, Road Runner and Wile E. Coyote they're all absolutely brilliant! Now

these stars are cropping up on the SNES to act out roles in amazing all-action games.

The Road Runner

cartoons are famed for Coyote's hair-brained schemes and the hilarious consequences when they fail — usually him being squished to a pulp!

# The magic of Warner Brothers comes to life

of bird seed creates a special turbo boost — ideal for running up vertical cliff faces!

Trigger flags dotted around the levels save Road Runner's position.

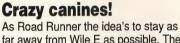
The more flags marked, the more points scored.

# Sticky ends!

Graphics are excellent — the magic of Warner Brothers comes to

life on your screen!

The amazing closing level sequences, with Wile E Coyote coming to a sticky end, make the game stand out. Giant wheels



far away from Wile E as possible. The cunning canine comes up with all sorts of wacky plans in his attempts to enjoy a tasty bird for dinner.

Each level has its own mad-cap title like 'Rock 'n' Rivet' and 'Hopalong Casualty' reflecting what's in store. Speed is Road Runner's main defence. He chalks up a fair few knots while trotting along but pecking at piles









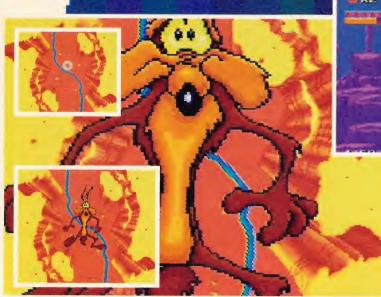
Hold on to your hats, watch out for those 100ton weights and Acme batwing suits because Road Runner (sonicum boomious) is on the move. This is one of the funniest

game licences I've come across — faithful to the cartoon, it's playable and absolutely hilarious. The soundtrack and FX are straight from the toons and ooze class. An excellent game marred slightly by frustrating control. If it's cartoon capers you're after, this is for you. That's all folks!

Death has many faces where as Wile E Coyote has only one but still gets it square in the chops every time. The moral is — don't drive your car under a truck if you want to keep your no-claims!

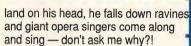












Road Runner is an absolutely brilliant laff! I love the cartoons and this is just as superb. Other magazines found the hero impossible to control. On the contrary! He leaps and bounds around the platforms with great ease and finesse.

Presentation's just what we expect from Warner Bros — including the famous red rings at the start of the game and some triffic music.

Fulfil all your childhood fantasies and become Road Runner in this wicked game. Meep! Meep!

**NICK 89%** 







Meep, Meep! That crazy Coyote's gotten himself an Acme rocket pack! Maybe if he runs down here rather fast he'll overshoot and get squished! Yep, whota nut!

# **FORCE FAX**



ressing [L] and [R] while trotting along makes Roady poke his tongue out and do his famous 'Meep, meep'!

It's not over till the fat lady sings! Well she's about to so that must mean tha...



All the fun and frolicks of the cartoons in a magical burst of colour

90 Varner Bros theme tunes and of course the classic 'Meep, meep' effects

Easy to get into with some tricky mazes to sort out — the variety of Wile E disguises are great!

superb end

sequences more than make up for it

now play the game!



86



Poor old Wile E Coyote. All he wants is a nice fresh bird for his tea but instead of popping down to Tescos he has to get tangled up with the Road Runner. Just look at the nasty knocks he takes - fish and chips would have been easier!







Splish splash, I was taking a bath! ROB gets out his wellies and goes for a toddle in the rain — just don't call him a drip!

irst there was Bubble Bobble, then there was the psychedelically mind-blowing Rainbow Islands, and now (da, da, da) comes a whole new trippy

adventure for the mighty Bub. In Parasol Stars he must save the universe from the rather badly behaved monsters of Chaostikhan, and all

he's got to help him is a glorified umbrella (well parasol to be precise).

## It's raining men!

But this is no ordinary umber... sorry parasol. With it he can stun little blighters then kebab them on the end and throw them at the others.

Bub can also collect magic droplets. If he collects five he gets a mega-drop which finishes most of the bad guys off.

Oh, there is also a piano and other objects that unleash nasties onto you, so beware!



**April showers?** 

Once you've mastered the art of parasolling, the world's your lobster! You can run amok with it, slaying baddies galore. But the secret's to watch out for the droplets, they're hard to spot in all the action.

At the end of the last level of each

world there's a big nasty to be bludgeoned to bits with your brolly. Once he's history you have a choice of two exits to leave by. One exit takes you to a bonus stage, the other to the next world. This game's fun, cute and a good challenge throughout. The bubbly graphics and bouncy tunes really set it off. Where else would you be taken seriously for

using a parasol as a lethal killing machine (apart from the London underground)?

**ROB 81%** 

Attack of the killer pianos! Or is it a note from the milkman? An umbrella (below) is ideal defence from these bods!



Stun the little

blighters then

kebab them!





This is the seguel to the seguel, and it's as madcap and wacky as ever! Instead of dragons and bubbles, this time it's parasols, fast food and triangles. The game itself's quite an average platformy type affair that resembles its older brothers. You run through each level, killing the nasties and collecting the goodies.

Graphics are a bit wobbly and it's easy to get a lost in

the action. The sound is the usual NES forgettable tune with the odd beep in places. Not a bad game — the levels get progressively trickier so there's a good challenge. **NICK 68%** 

# FORCE FAX



roplets can be picked up on the end of the parasol and carried to where they are most useful.



A castle fortress full of vicious looking triangles is a tough cookie to crack. The droplets from the roof can be picked up and thrown but if you can conquer this level you're better than Rob!















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Watch out rain forest, it's that clown again. McDonaldland is a Mario-style platform game in which you help the mighty Ronald find his magic bag (absent minded old git). Your character's a small kid who fights snails, leaps chasms and eats Fillet-O-Fish. Graphics are average but baddies look harmless and chasms are deceiving. The best part's the opening sequence when

the mighty wigged thing appears. Sounds are irritating but there's always the volume control! **ROB 64%** 



Scoff, chomp, slurp. Flippin' heck! Give NICK a game about hamburgers and he's off down the local MDs for a double Big Mac!

hat's going on here then? A game all about Mc Donalds! But they're a fast food chain aren't they? What's next? Wimpy World or Super Kentucky Fried Chicken Kart?!

McDonaldland is in fact in the minds of a couple of kids - Mick and Mack (who are probably quite big). While out camping they decide to read a book about the adventures of Ronald McDonald.

Ronny's magic bag was stolen by the Hamburglar while he was doing tricks at a tea party. The nasty dude's hiding in McDonaldland - stop him or there's no more Chicken McNuggets and fries for anyone!

## A thickshake please!

The beginning of the game's very similar to the Mario adventures with a large map to explore and tiny sprites moving from one location to another.

Levels are full of large Ms to be collected and puzzle cards to return to Ronald. The programmers have thought of just about everything. There are black and white characters to choose from — but no girls! Graphics

**FORCE FAX** 

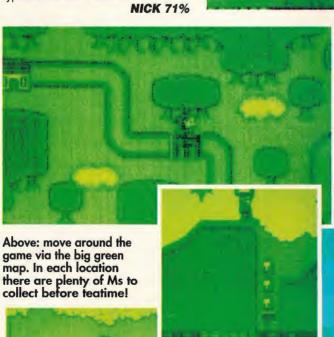


f you find any large collections of blocks, bash your way through the lot! There's bound to be something nice to collect in the middle!

are well drawn although I'm not sure about the hamburger sound effects.

Both characters use the same smooth controls and have identical attributes. Springboards help you to the higher platforms and blocks can be picked up to polish off unsightly

Although offering nothing new, McDonaldland is a highly-playable platform adventure. Not the best of its type but well worth a look!







70

Nicely drawn characters and intro levels are a little sparse

69

74

Jolly ditties galore with hamburge

ots of levels to explore, nicely presented in a *Mario* style map

Gameplay's made for platform fiend — highly addictive

# Are you a dedicated

ICO% FOR NINTENDO!

# Game Fiend?

# Amazing T-Shirt Offer!

PLEASE RUSH ME ............. FLICKIN' AMAZIN' N-FORCE T-SHIRT(S) FOR THE RIDICULOUSLY CHEAP PRICE OF JUST £6.99 EACH! I ENCLOSE A CHEQUE/POSTAL ORDER FOR THE SUM OF £.......................(Just mutliply the cost by the number of T-Shirts you want — it's that easy!)

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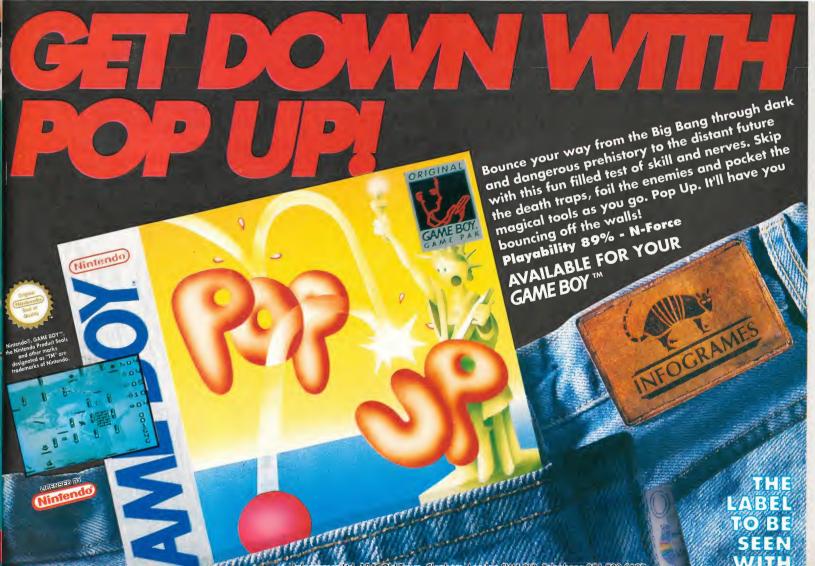
Send this coupon to:

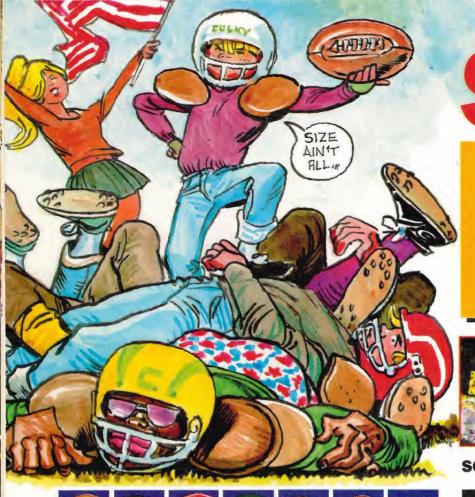
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Please allow 28 days for delivery



Here it is — your chance to own one of the most outstanding fashion statements around. Soft, strong and very durable, no serious gamer should be without one. That's right, the internationally-acclaimed N-FORCE T-shirt, complete with holes for your arms and neck...







Dolphins, Bears,
Falcons and Eagles.
No, it's not an
endangered species
checklist. They're just
some of the T-shirts CHRIS owns!

More of a

game for

die-hard

football fans

eing a big American football fan I

couldn't wait to get to grips with the first officially licensed simulation for the SNES. However, while expecting an absolute smash,

while expecting an absolute smash, my first impressions of Super Play Action Football were one of

disappointment.

For newcomers to the game, the idea's to take as many steroids as possible, shave silly messages into your head and paint black lines all over your face. When you've mastered that,

try getting the ball into your opponents end zone. You've four attempts to move the ball ten yards. If you make it you get four more attempts — if you fail the ball goes to your opponent. The

ball can be thrown forward once or run

— rugby-style.

Action's viewed from overhead — you can't see the whole field, so a radar's been included to help pin point the downfield receivers. This is a little confusing at first but you soon get used it. There's a noticeable lack of

sampled speech and FX which makes it a bit dull. Choose either one-player, two-player head-to-head or teammates (one plays the quarterback and the other the running back or wide receiver).

**Options galore** 

There are three game options — High School, College and NFL — and you can play a single game or an entire season. The vast array of offensive and defensive plays are selected

using joypad and button combinations — it works really well. Unfortunately, executing plays is a lot harder than choosing

them. Running the ball is relatively easy but passes take a while to master.

Don't expect to be able to switch on and play Super Play Action Football. It's more of a simulation than an arcade game — meaning the game's realistic to the point of being very frustrating. You spend minutes choosing a play, changing audibles, setting the defence and making substitutions. When you finally get onto the field and play it's all over in a few seconds!

This is more of a game for die-hard fans rather than those looking for thrilling arcade action. If you love American football, this is for you!

CHRIS 74%

















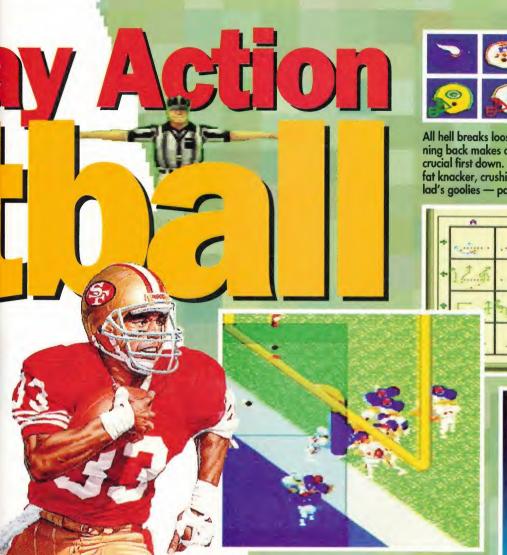
**FORCE FAX** 



hange the player you control using [L] and [R]. If the quarterback passes, select the closest defender and press [Y] to jump and intercept.

The Jets quarterback fakes the hand off, then steps out of the pocket and hurls a long pass. Uh oh! The defence didn't fall for it. Looks like an interception — cue those cheerleaders!





















All hell breaks loose as the running back makes a dive for the crucial first down. Look at the big fat knacker, crushing the poor lad's goolies — painful!







This is the Bills' offensive playbook. Go on, choose that one with the two green squiggly lines and the red dot!

# incredibly boring football facts!

- 1. The game was adapted from rugby in the 19th Century and called the 'Boston Game'.
- 2. An average game lasts over three hours.
- 3. Some people think that American football can be traced back to 890 AD when Alfred the Great used severed heads of Danes in a rugby-type game.
- 4. At the turn of the century six players were being killed each year!
- 5. Dolphins are no good at this game.

The kick's good for an extra point. Just remember never to insult the quarterback's mother-in-law!

'Wing right, spread formation, 15 yard post and hook, on three... break!' Sound like gobbledegook, or creatures from

another planet ordering tea and scones? Think again because this is the language of Super Play Action Football.

Being a great fan of the game, the first thing I looked for was a 'poke-'em-in-the-eye' button. Failing to find this took a long time because of the stunning array of controls and plays available. A great game for two players but flawed in one-player mode with some very tricky moves and plays to perfect once you do though the satisfaction's superb. Think carefully before you buy. **CARL 80%** 

Heads I win, tails you lose. Note the Mario coin. In beginner mode hand-offs and receptions are automatic making life easier.



lintendo or 2 simultaneously £41.00 Zonetec 081-471 4810



footy game waiting to get out

# Get merry with



You wouldn't believe the places our mate Mario will be cropping up this Christmas! We sent our snooping reporter NICK ROBERTS out on the trail of the

#### lonesome shopper...

ome on then! Where's the Super Mario Brothers kitchen sink? It's just what I need for those long hours of washing up! Well they might as well make one — you can get almost anything with the little moustacheod fellow on these days.

Super Mario Land by the Ambassadors of Funk featuring M.C. Mario record/ cassette/CD by

Living Beat Records available from all good record shops.

Funky stuff! Taking the sound effects from the classic Game Boy title these guys have created a musical masterpiece set to be top of the pops.

2

Mario's Megamix, Bowser's Brew, Princess's Punch by Villa Soft Drinks available from all good newsagents/

drink stores while stocks last.

Slurp, belch! We just loved these in the N-FORCE sand pit. Strawberry cola, tropical fruit and mixed fruit flavours — don't you just love them!



Advent Calendar by Kinnerton Confectionery available from Woolworths.

On the twelfth day of Christmas my true love sent to me...

If you're a big fan of the potty plumber then check out this essential list of where to go and how much cash to pay out for the various items. Make it a Mario Christmas in your house... but don't forget the batteries!

more and more choccy! A chocolate surprise behind every door and they'll all be scoffed before the first day!



Boys briefs, Pyjama set by TDP Textiles available from department stores.

Hmm. They don't quite fit us strapping N-FORCErs. Ideal for any seven-year-olds with a lack of undies. The pyjamas are dead cool with a great *Dr Mario* design.



Willie Shrinkles singles, Bumper box, Cassette case by Minits available from toy shops.

Colour them in, get an adult to bake them in the oven and hey presto! Key rings and badges galore. The cassette case keeps my Pet Shop Boys collection safe and dry!



Super Mario Stunt Kite by Worlds Apart available from toy shops.

One gust of wind and we were all out



on the N-FORCE lawn running up and down with tails trailing - until Rob fell flat on his face in the mud!

Slippers, Sports shoes by Dunlop available from top shoe shops.

Tough stuff for your feet with some great Nintendo and Super Mario Bros logos on them. From a range including Sesame Street and The Flintstones!

Enamel badges, Poster by Reflex available from Woolworths/toy shops. The ultimate

accessory to any outfit. Cowboy Mario, Luigi and Bullet Bill all have their own

badge to show off. The poster's great — very stick-on-the-bedroom-wall-



60 piece jigsaw puzzles, Board game, Dr Mario, Jumbo card game by Waddingtons from toy shops.

Dr Mario is an adaptation of the classic Operation game with sound effects thrown in. Waddingtons have really got the Mario games market sewn up!



Bubble gum, Sticker cards by Topps available from newsagents.

Chew, chew... and I'm not talking trains here! Bubble gum and special tips cards all thrown into one - what more could you want?



Wind up cars single, six set, Radio-controlled Mario by Hitari available from Toys R Us.

Wind 'em up... let 'em go. Hours of fun guaranteed! The remote control Mario on the skateboard is a real winner — ideal for scaring the family



Super Mario World Pinball by Playtime available from most toy shops.

Just call me the pinball wizard. The

sound effects on this little baby are earth shattering — literally! The great thing is you don't have to keep filling it with ten pence pieces!

As the fat little spaghetti slurper would say - 'be good, remember to leave some mince pies and sherry for Santa and don't forget that mouldy carrot for Rudolf!'







That Nick Faldo bloke reckons he's a pretty good golfer but when it comes to irons CARL gets a crease in his trousers every time.

ull on those plus-fours because it's time to belt the buggery out of some white dimpled balls with big sticks. Yep, *The Skins Game* is here and it's damn fine into the bargain.

Well, what can I say about golf?

Grown men spending hours hitting a small white ball into a hole in the ground — repeating this 18 times and counting the total number of shots. Sounds boring, looks boring and by God it's the greatest game ever devised by man!



Note the classic stance of the N-FORCE golf pro. The meter on the left represents the timing of the swing — in the green is okay but in the red is a duff shot.



To be a master of the greens and sink those long puts, check the contours and gauge the power meter — the arrow in the bottom corner shows the slope. Now close your eyes, give it a whack and hey presto — a birdie!

The game has everything you expect from a quality golf sim, plus the choice of four professionals each with their own playing style.

#### **Birdie**

Choose from three types of game — match play, stroke play and the best of all, skins. In this mode, thousands of dollars are allocated for each hole, with the player winning the hole keeping the cash — it makes for great competition between friends!

Graphics are absolutely amazing, earning *The Skins Game* a place alongside leading golf games *PGA Tour Golf* and *True Golf Classics*. Gameplay's an absolute joy — you get a real feel for each player and their abilities. For once, weather conditions are a real factor not just indicators on screen.

#### Eagle

The only disappointment is the putting — more detail is needed. It's too hit-and-miss with only the barest guide to the lie and run of the greens — a shame but no big problem. This is almost a hole in one... **CARL 83%** 



Mr Longshot Power. That's the word that sums this chap up. Far and away the hardest hitter of the ball, he

has one problem (apart from looking like Joe Stalin). His control sucks — on maximum shot power his strike band for most clubs is narrower than the Great Wall of China --- when viewed from the Moon!



Yipee! Old specky's won the cash maybe now he can afford to buy himself a decent pair of frames instead of those crappy National Health ones!



With a swirling tail wind the gorgeous Ms Stronggreen launches a four iron at the pin. Snigger snigger — when she swings you can see her knickers!

Note the huge ridge the ball lies on. Putting up hill is easier but hit it too hard and the ball runs down the other side.





Ms Stronggreen Chipping. This babe's deadly around the greens. Her deft touch with approach and

escape shots means she's never far from the pin — she rarely takes more than one putt making her an excellent choice for skins.





Mr Evenhand Average. He does everything better than most but not as good as the rest. Great if you want a

par game but needs coaxing to create Birdie chances.

## **FORCE FAX**



se the stance control to hook or slice. This is ideal for countering a strong wind or bending the ball around trees









This is without a doubt the best golf game I've ever played! I loved it in the arcades and I'm delighted to say this tweaked snes version is equally as stunning. The graphics are incredible and playability's damn near perfect — the inclusion of a skins game makes for hours of great competition with your mates. If you find the real thing far too frustrating or you're looking for

some practise in the off-season, this is the game for you!

CHRIS 90%





cellent — some of the best ver seen on a golf simulation

, but what do you expect eter Alliss samples?

Great — much easier than the real thing (and you don't even have to

Play until you drop or you find a nate who keeps beating you

In absolute hole-in-one



50

92

88

Away the lads! Clean off those shin pads and sharpen your studs. Yes you got it, it's football time. Forget all about Christmas shopping as we kick off the festive season with a round up of the greatest soccer sims on the SNES.





# J. Hill: 'If I were the programmer things would be different.

**GAME:** Super Cup Soccer **PRODUCER: Jaleco** 



**VISUALS** 

Looks good with rowdy tunes and FX



hat a game! Viewed from a 3D perspective, it's got all the atmosphere of a Wembley cup final. Options are limited and gameplay's slow but you get a real feel for the game.

Moves are somewhat limited — the majority of special manoeuvres are all on the same button. The move carried out depends on the position of the player in relation to the ball or an opposing player — confusing, eh?

While trying to head the ball down to the centre forward to spring the offside trap, a defender rushed in just as I hit

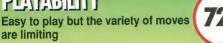
the button. The result? A knee to the chin, a red card and an invitation to pop back to the changing room to run the showers for the rest of the lads!

A fun game for two with lots of shouts of 'Are you blind ref?'

大色

FURNATION SELECT

PLAYABILITY





REPS DECISION

One for a certain Vincent Jones Esq — hard hitting action at a frenetic pace.





e runs, he gets the ball, he turns, he loses the ball and it shoots off at a ridiculous angle! It's a shame that a game full of options has about as much action as an all-blind, Jewish team playing with a pork ball.

Viewed from a very slow hot-air balloon, the pudgy sprites wobble around the pitch and belt the ball in all directions.

The pitch scrolls too slowly and often can't keep up with the ball - players seem to run backwards as the goals rush forwards!

Odd's not the word. It's as if the programmers took ages to compile the options menus then decided to put a bit of a game in - on the off-chance anyone might get to play without their brain blowing up from information overload.





J. Greaves: 'You know, it's a funny old game... and this isn't.'







**GAME: Kick Off** PRODUCER: Anco



**VISUALS** 

Loads of great presentation screens and a snazzy kit design option

74%



PLAYABILITY

Awkward control system means it's difficult to string together flowing

35%



REPS DECISION

A red card offence! Budding John Motsons will be fascinated by the masses of useless information

40%

ithout a doubt one of the most amusing football games about. Great graphics combine with totally unrealistic gameplay (volleys and overhead kicks abound) and a referee who can't stay on his feet.

Special moves include punches. jumping knee kicks and Mark Hughes-

GAME Hat Trick Hero

PRODUCER: Taito

VISUALS

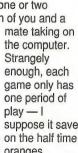
style graphics

style jersey pulling. There are plenty of red and yellow cards, an abundance of free kicks plus well devised corners.

The overall effect is just like being at the match — without that yob who insists on casting doubt on your heritage!

A super game for one or two players with the option of you and a

mate taking on the computer. Strangely enough, each game only has one period of play - I suppose it saves on the half time oranges. Definitely the match of the



day!



B. Clough: 'It's a game of two halves, well sometimes.'



PLAYABILITY

Hilarious action helped by the inclusion of radar - great special moves and sampled speech

Great scoring sequence and arcade-



GOAAAAL! Runaway leader in the Premier League and pushing for a top spot in Europe too

86%

87%

85%











iewed from a weird perspective (about three feet above the ref's left ear) admire the SNES's awesome 3D scaling as you follow the ball around the pitch.

Although it's stunning, there are disadvantages - you only see the whole pitch for one half and the ball's easily obscured by players downfield!

Graphics are superb, the scrolling's fast and smooth and the gameplay's sharp. Unfortunately, moves are limited and the playing area's a little cramped — meaning a lot of time's spent booting the ball into the opponent's half and thanking God there's no offside rule.

A fantastic, ground-breaking game but now getting a bit long in the tooth.

GAME: Super Form. Soccer PRODUCER: Human





#### VISUALS

Amazing super slick scrolling disorientating at first

82%



#### PLAYABILITY

Limited moves but easy to control each player has individual attributes making gameplay realistic





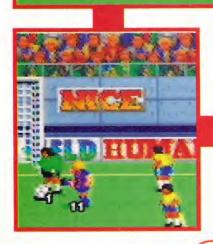
#### REPS DECISION

A slow starter but guaranteed to creep up to the top of the table around Christmas time

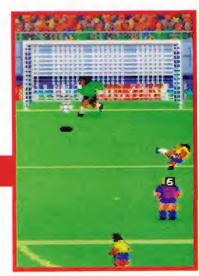
81%



So there you have it — the complete guide to SNES soccer. As the last days of Christmas draw to a close and Mum's dishing out the turkey sandwiches (again), curl up in a cozy corner and relive the magic of 1966. Remember, take each game as it comes and don't forget it's a game of two halves!









# The big bulging sack compo...



do you do when you've got too many magazines, T-shirts, posters, books, games, joypads and puzzles? - you bundle them all into a big red sack and dump it on top some hapless N-FORCE reader

This month, the mag with the mostest is going to make all your dreams come true! There's more wonga than you can shake a twig at, and then some. We've got the highly-fashionable N-FORCE T-shirts, the hugely-popular Street Fighter II posters and the unbelievably spiffy book collection. Of course, there's also a few joysticks, covers and games thrown into the bargain.

All you have to do is answer a few simple questions, jot down your name and address, and then send it in to us super-quick like (that means before Tuesday, December 15.)

# Fill my stocking...

- 1. Father Christmas usually enters houses by which method?
- a. Through the catflap
- b. With the aid of a JCB and a Uzi 9mm
- c. Down the chimney
- 2. What colour is Rudolf the red-nosed Reindeer's nose?
- a. Fluorescent yellow
- Champagne beige
- c. An eye-catching red
- 3. What sort of console have you got?
- a. A spanky snes

- c. A groovy Game Boy d. A manky Mega Drive (spit, retch, barf you get nothin')

Entries on a postcard to GIMME THE SACK COMPO, N-FORCE, Europress Impact, Ludiow, Shopshire, SY8 1JW. They must be in by Tuesday, 15 December to stand a chance.

Oh yeah, the editor's decision is final because he's fed pigeons in Trafalgar Square, and if you don't want any mailing from very nice companies, please say so.

h Cod! It's that scaly super agent James Pond — licenced to gill! James' exploits are already famous on other, fishier machines but he's making his debut on all Nintendo formats sooner than

To celebrate this momentous occasion Millennium has given us ten fabulous secret agent packs to lavish upon you lot.

You'll have a whale of a time with the kits which are packed with goodies - kipper load of this lot ...

An identity card James Pond stickers Secret codes Secret missions James Pond board game

You too can join James in his fight against Dr Maybe and the organisation J.A.W.S (Junta Against World Safety) and take part in the

compos and mission briefings, exclusive to club

To qualify for one of these great gifts and become a fully-fledged

agent for a year, just answer the questions in the box. Can you spot the red herrings?

# Something smells

- 1. What is the name of the British Secret Service?
- a. MI5
- b. MFI
- c. MGB
- 2. Who was the famous woman spy?
- a. Mata Hari
- b. Mahatma Ghandi
- c. Mother Theresa
- 3. Who wrote the James Bond books? a. Robert Fleming

- b. lan Fleming
- c. Robert Maxwell

Which of the following is a spy plane?

- b. REM

Answers on a post card to — I Wanna Be A Fish Compo, N-FORCE Aquarium, Europress Impact, Ludlow, Shropshire, SY8 1JW

Don't forget the Editor's decision is final because he's going to Blackpool for the weekend, and if you don't want any nice mail from other companies say so.

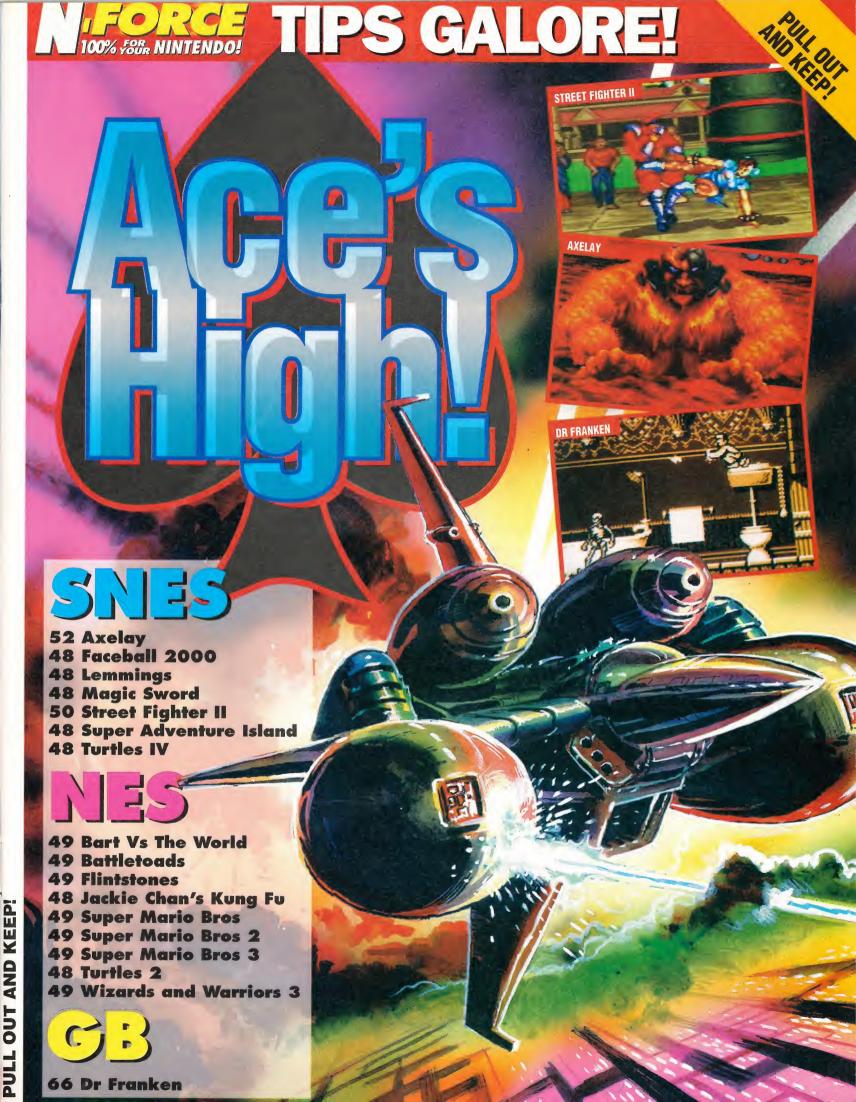


and away you go.

Win! Win!



N-FORCE | JANUARY '93





of burning Sonic on an open fire, laughing at all the sad kids unfortunate enough to get a SEGA instead of a Nintendo.

s it's Christmas we've got a treat for everyone. For SNES owners there's the complete solution to the amazing 3D shoot-'em-up Axelay and the final instalment in the Street Fighter II mega guide. Hand held heroes can check out the crucial guide to the brilliant Dr Franken. And for our 8-bit friends there are a host of juicy tips 'n' cheats plus Game Genie Gallery. So grab that cart that's been

bothering you and prepare to have all your problems solved.

Remember there are prizes for the best tips and maps so keep the letters flooding in. Have a great Christmas one and all, don't eat too much turkey and we'll be back next month with squillions more tips to cure those Boxing day blues.

Well, enough of the small talk, let's get down to business...



#### Turtles 2



For 19 lives on the title screen press [B], [A], [B], [A], [UP], [DOWN], [B], [A], [LEFT], [RIGHT], [B], [A] and [START].

#### **Turtles IV: Turtles in Time**



Once again the trusty Konami cheat shows its

worth. For those of you who don't know it, it's [UP], [UP], [DOWN], [DOWN], [LEFT], [RIGHT], [B], [A]





A special mention to the flying dutchman Marinus Knivenhoven from Rotterdam, Holland (the level select king) for sending in a feast of top tips including these...

#### Faceball 2000

On the title screen press [L], [R] and [START] together for a secret game. Do the same on the game select screen for a life/level select.





#### Adventure Island

Wait for the intro to start and press [START] for the title screen. Now press [R], [RIGHT], [X] and [START] for a level select.

#### Lemmings

Hold down [L], [R], [SELECT] and [START] for a level select.

#### Magic Sword

Go to the options screen and go to the exit with joypad one. Now press [L], [R] and [START] on joypad two for a level select.

#### **Jackie Chan's Action Kung Fu**



Thanks to Christopher Morgan for this great cheat. Play the game and lose all your lives. When

the screen showing five continues comes up, press [UP], [UP], [DOWN], [DOWN], [UP], [DOWN], [B], [A] and [START] on joypad one and [B] on controller two. A level select appears next to two player start. Simple press [UP] or [DOWN] to change the stage and [B] again to alter the number of continues.

#### Dr Franken



Thanks to Andy Clarke for these codes for this brilliant platform based collect-'em-up. For more

help, check out the maps on page 66

VKFN1 J8\*05 XFO1G

First restart code

237N5 N205L F22SO

Second restart

code NHTFL YNPV7 TGWOZ Code to

see end sequence

**Action Replay codes** 

08D0 2BC8 0A01 1CC9

Infinite energy No extra-energy icons

# GAME GENIE GALLERY



It's the great Christmas giveaway! Simply send in genie codes to your favourite games and

whoever finds the most original gets a free cart courtesy of those wonderful people at Codemasters and Hornby Hobbies. This months entries include...

**B.J. Bussey** in **Alcester** who sent in a stocking full of goodies.

#### **Battle Toads**

CODE **EFFECT** PENVZILE 9 lives **GXXZZLVI** Infinite lives **AEUZITPA** Super fast punches **EYSAUVEI** Mega jumps TAXAALAA Begin on level 6 AAXAAI AA Begin on level 8 ZAXAALAA Begin on level 10 **GAXAALAA** Begin on level 12

Thanks to Chris Morgan (again) for his genie codes

#### Jackie Chan's Kung Fu

SXSKEXVK — Infinite special attacks.

#### **The Flintstones**

CODE **EFFECT SXOEAEVK** Infinite lives LVEALOZA Start with 99 coins **PEEEAPAA** Start with sling shot ZEEEAPPA Start with axe **GEEEAPPA** Start with bomb SZKVLKVK **PLUS** SXXOAOVK Infinite energy

## Wizards and Warriors 3

CODE EFFECT
PAXXPYLE Infinite lives
SZEXEPSA Invulnerable
NNSAGGZU Coins worth 255
EUVILLPA Infinite money
NNSAZKZE Bags worth 25



## Bart Vs. The World

SZVVEKVK Infinite energy OLUNPPOP Infinite fire crackers

#### **Super Mario Bros**

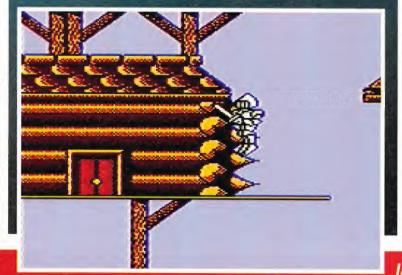
CODĒ EFFECT
SUEISA Invincible Mario
SEIING Night time effect
GGAEXP Striped screen

# **Super Mario Bros 2**

CODE EFFECT
LEGOIO All plants are coins
TEAPOP Enemies fall off screen
TEAPOT Stuns enemies

## **Super Mario Bros 3**

CODE EFFECT
OEPZXZ All blocks become
1-ups
AAPSSZ Start game invincible
SEUXKGAA Press [B] and [Down]
for door
AOZXXL Negative world
OXIZNL Epileptic Mario
TZILYU Ice World





HINTS 'N' TIPS 'N ' CHEATS 'N' POKES

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GHEATS GALORE (SAY YES TO MINTENDO) 0891 101 234

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SUPER MARIO WORLD HELPLINE 0891 445 924

THE IMMORTAL HELPLINE 0891 445 928

HEROES OF THE LANCE 0891 442 025

POOL OF RADIANCE 0891 442 026

THE WIZZKID COMPUTER QUIZ 0891 101 255

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ON ALL OUR OTHER HELPLINES, DIAL 0891 445 904

**ALL CHEATS AND TIPS LINES** 

**UPDATED WEEKLY** 

Proprietor: Guiding Light Computer Services, PO Box 17, Ashton-Under-Lyne, OL7 0WW Call cost 36p a minute at "Cheap rate" and 48p a minute at all other times.

49



seconds. Throw, kick, stomp, mangle
— and don't stop for anyone!



Vs. M Bison He's not that 'ard! All that's

needed is a good defence, a fair bit of slapping and

plenty of patience. Wait for him to come to you and show him who the real champion is!





Yep! It's that time again... the street fighting crew are back with the final instalment in this mega tips special. Everything you need for success with Blanka, Dhalsim, Honda and Zangief.



Name: Nick Job: Deputy Editor Fave character this month: E Honda Why?: Cos he loves sushi and slicks back

his hair.
Most lethal combination: Saba Ori (squeeze) followed by knee kick and then 1000 slaps. It's lights out for your opponent from then onwards.



E Honda vs Ryu/Ken Both like flying attacks, so use the overhead chop to bring them down to earth.

Whenever you get chance, move in and use plenty of strong moves to knock the stuffing out of them. Take your time against another player.



Vs. Zangief Easy! Just wait your chance and 1000 slap him to death. Don't be afraid to

go for the occasional throw, but try not to get too close or you'll end up on your back!



Vs. Chun Li

You know she's going to spend most of her time in the air, so take it easy and

wait for her to hit the ground. Use your superior strength to knock some sense into her.



Vs. Guile

A bit tough this one. Flying head buts work well as a surprise move, but

remember to keep your defence up he's a very quick opponent who enjoys kicking your rather large legs.



Vs. Dhalsim

One of the hardest of the regulars to get past, but once in a corner he's a

knock-over. Don't be too worried about attacking — he comes to you — and grab him if he gets too close.



Vs. Blanka

Give this furball plenty of slaps and chops. Wait for him to come waddling over

and then let rip with kicks and punches until he's dazed. The Flying Belly-Flop is a good idea here.



Vs. Balrog

An absolute walk-over. Just 1000 slap him to death — he's so stupid he'll just keep

toddling into them. Give him a throw every so often to keep yourself amused.



Vs. Vega

A quick and gutless opponent who won't come within a mile of you. Kick the

stuffing out of him when he gets close and wait the clock out if you have to.



Vs. Sagat Get Edmond in close for this guy or his energy waves will kill you in





Name: Doug Job: Editor Fave character this month: Dhalsim Why?: Anyone who walks around

saying 'Yoga Flame' must be cool!
Most lethal combination:
Repeated middle kick while
holding [DOWN] on the joypad. If
the opposition's defence is weak,
they're dazed in seconds. Them



Dhalsim vs Ryu/Ken Give them a couple of punches in the gut to soften them up, then

jump up and let loose with a Flying Drill Attack. If either of these guys try tossing fireballs, slide underneath them and chuck the pyjama wearers around the screen for a bit of fun.



Vs. Zangief

Toasted Russian — yum, yum. Good old Zan baby keeps walking into you,

so give him a bit of flame treatment to keep him at distance.



Vs. Chun Li
Keep blocking while she's
in the air, and use the slide

attack when she comes back to earth. Timing's pretty important with this lovely lady.



Vs. Guile

Sticking your elasticated legs and arms out at GI Joe is not wise — he Flash

Kicks them! Try getting him in a headlock and giving him plenty of Nugies on the bonce.



Vs. E. Honda

Yoga Flames and Yoga Fires are needed here. Edmond's so overweight

he has problems jumping over the top of them — sliding attacks work as well.



Vs. Blanka He's pretty quick, so keep your eyes open. Use

a bit of fire whenever he turns into a ball or electrifies himself. Give him some Nugies to keep yourself amused.





Name: Chris Job: Production Editor Fave character this month: Blanka Why?: he's green, he's mean and he

sure knows how to suck face!
Most lethal combination: Three
stage attack or Pin pon pan —
Jumping strong punch, standing
middle punch and squatting strong
kick, then Wild Fang when dazed.



Blanka Vs. Ryu/Ken Get in close and use strong punches and kicks to daze then Wild Fang and Rock

Crush to finish off. If they try leaping kicks, defend with the Electric Attack.



Vs. Dhalsim

Use plenty of strong flying kicks to counter the Indian's Drill Kicks. If he

tries Yoga Flame, jump over and use the Rock Crush or double knee kick, then Wild Fang to finish.



Vs. Guile

Don't attack from the air or you find out just how powerful Guile's Flash Kick

is. Avoid his Sonic Boom and use plenty of leg sweeps — if he jumps at you use the Electric Attack.



Vs. Zangief Trendy trunks is a dangerous opponent. Don't mix it up inside, instead

use leaping kicks and strong punches



Vs. Balrog

Keep him at a distance with a few jabs in the midriff, and use Drill Attacks to knock

him off guard. Then for the grand finale give him a damn good Yoga toasting.



Vs. Vega It's pretty

It's pretty hard to match this guy in the air. Wait to catch him off guard

and Yoga Flame whenever he looks like he's losing it.

to keep him at bay -rolling attack is

Vs. Chun Li She was born for the Electric Attack! She soars

and then gets frazzled as she lands. If

you get in close use the Rock Crush to

Vs. Balrog

a gap in his defence. As he goes

Vs. Vega

many long range kicks as possible.

Vs. Sagat

When he leaps off the fence use the

Electric Attack to grill his Spanish hide.

down, follow up quickly with a Rock

he hits you.

drain her energy.

Crush or Wild Fang.

useful but careful, it's double damage if

gracefully through the air

Move left from the start,

block his punches then

Keep away from pyjama

Block and sneak in as

pants - he's far too agile.

Dodge his missile attack

and go for his weak spot

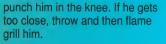
the legs. When in close

rolling attack when you see





Vs. Sagat Not as bad as he seems. Duck under his energy waves and





Vs. M Bison

Hmmm — a very difficult opponent. Kick him when he gets near

and keep up your defence at all times. Remember, no matter how fast he attacks his guard comes down — wait your chance, then lay into him with everything you've got.



use the double hitting attacks like the Wild Fang or knee lift for maximum damage.



Vs. M. Bison
The show-down — strong
punch and kick
combinations are the order

of the day. Keep the defence up and don't even think about Rolling Attack. As he tries the torch attack, use the Electric Attack for a shock to his system!









Vs. Guile

Flying attacks are no good
— instead use knee dives
and strong leg sweeps

after a flash kick. Spinning Clotheslines are excellent for blocking Sonic Boom attacks.



Vs. Blanka

This guy's easy meat for Spinning Pile Drivers. Roundhouse leg sweeps

work a treat as do leaping kicks.



Chun Li Scarface can't keep up with her speed and agility so wait for her to make her

move, then Spinning Clothesline when she attacks. If you get the chance in close crush her puny body with an Iron Claw or a throw.



Vs. Balrog

Dodge his turn punch then double kick and throw. Time your Spinning Pile Driver to

grab his arm and squash his skull.



Vs. Vega

Defend like crazy leaping kicks and sweeps will keep the Spaniard at

bay. If he makes the mistake of getting close, let him have one of your pulverising throws.



Vs. Sagat

This is tough! Being big and slow Zangief has problems avoiding Sagat's fireballs.

Try and get in close and use leg sweeps to knock him over then follow with a powerful throw or Iron Claw.



Vs. M. Bison
Blocking Bison's
combinations is the key to
success. Keep him on the

back foot using leg sweeps. As he falls be ready with a Pile Driver.



Name: Chike Job: Designer Fave character this month: Zangief Why?: cos he's big fat and ugly — just

like my mother-in-law.

Most lethal combination: triple hit combo — leaping fierce punch, ducking punch and ducking strong kick. Guaranteed stun and 40 percent damage — follow with a Spinning Pile Driver and it's virtually



Zangief Vs. Ryu/Ken
If the gruesome twosome
try close range fireballs or
hurricane kicks, counter

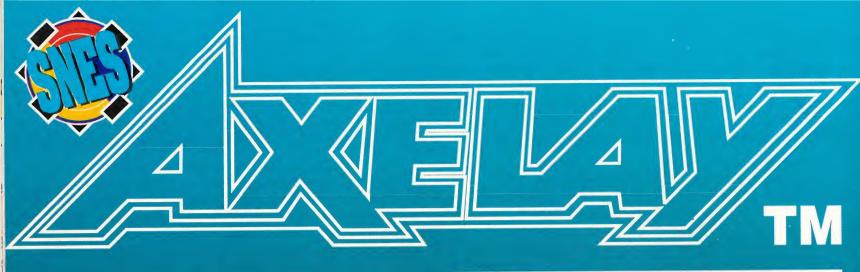
with a Spinning Clothesline. Avoid Dragon Punches and use the Spinning Pile Driver to crush the pyjamawearing pansies.



Vs. Dhalsim Spinning Clotheslines stop

his Spinning Drill attack and leg sweeps are excellent at stopping bendy-armed

elastic attacks. Get in close dodge his flame attack then use the Head Bite or Stomach Pump to finish him off!



Having problems killing the giant spider? Lava man getting you hot under the collar? Fret not — now for all you blast fanatics here's a guide to the sexiest shoot-'em-up in the galaxy...



# 17 169790 HI 540630

#### **Level One**

■ The first boss is a giant spider. Use the laser and your special weapon to fire at the blue light between his legs. After a few hits he throws out satellite ships. Move to either side of the screen to avoid the electric web, then get in close and blast at the blue light.

#### **Level Two**

■ Stay calm as this giant walker approaches from the right. Aim for the cannon underneath the shell to stop him firing. Select the round vulcan and aim at the white circle — get behind him if you can. He walks towards you slowly then unleashes a lethal beam. The best way to avoid it is to go over the top of him. Keep moving left to make him walk towards you, then fly behind him and let the vulcan do the rest. He explodes in a spectacular burst of white light.



#### **Level Three**

■ This end-of-level guardian has a serious personality problem.

Shoot at the small squares on the outside of the hat with the straight laser. After you've shot them all, the guardian transforms into a metal clad version. Dodge the blue lasers firing out of the ports and blast macro missiles at the small eye in the centre.



### Oh, what a to-do! There are so many games to choose from. All filling the shelves, all with colourful packaging, all looking brilliant!

ut which ones are duff and which are hot stuff? Fret no more because this is all you need for piece of mind on your Christmas shopping sprees. Just pull the Christmas Crackers buyers' guide out of your N-FORCE, tuck it in your pocket and off you go to the shops. Find a game that looks interesting and look it up — it couldn't be easier!

Tele-talk!

But what if you find a game that isn't listed because there are so many available? Well we've thought of that too. All you have to do is call the N-FORCE HOTLINE, open next week, and ask about any Nintendo game under the sun. We'll give you our opinions and the cheapest price you can get it for - meaning there'll be no more tears over tacky games this Boxing Day!



#### **Acrobat Mission**

■ £44.99 ■

The graphics and pulsating soundtrack work well but the overall impression's of another average shoot-'em-up! Playability's good but the major fault is we've seen it all before. Look for your thrills elsewhere!



#### Addams Family (The)

**■ £49.99** ■

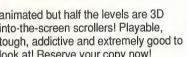
This is one of the finest platform games I've ever seen! Loads of colour drenched levels filled with hundreds of nasties. The soundtrack's brilliant — you can even join in on the finger clicks. If anything a little easy but nonetheless great fun! Make sure you have a peek



#### **Axelay ■ £44.99 ■**

There are shoot-'em-ups and then there's Axelay - one of the best around. Not only are the sprites massive, fantastically detailed and animated but half the levels are 3D into-the-screen scrollers! Playable, tough, addictive and extremely good to look at! Reserve your copy now!





crypt, this glorious Technicolor extravaganza boasts spectacular 3-D scrolling. With visuals and sonics to match you know you're onto a winner. Playability's smooth and responsive with loads of levels to keep you happy. Grab a copy while vou can



#### **Dinosaurs**

■ £44.99 ■

Cute dinosaurs giving piggy backs to sickly sweet kids — yuk! But it's actually rather good. The Japanese once again show gameplay's everything - combine it with welldrawn sprites and good in-game tunes and vou've got a great platform adventure. One to think about.



#### **Dragon's Lair**

■ £27.99 ■

Great graphics - unfortunately, sonics are poor. Gameplay's good as you slash your way from one level to the next and the animation's admirable - climbing being the most difficult move to perfect. If arcade adventures are your favourites, think about adding this one to your collection.





#### **Bart's Nightmare**

**■** £39.99 **■** 

Ave caramba! Bart's SNES adventure is every bit as much fun as the legendary cartoon series. Whether you're a Simpsons fan or not, this great title's bound to be a Christmas smash. Definitely one to nag mum and dad for!



#### **Castlevania IV**

£44.99

From hallowed hall to cobweb-coated

#### F-Zero

■ £44.99 ■

Ever heard spec-heads wibble on about Mode 7 and how brilliant it is? Ever wondered what the flonking nora they're on about? Take a peep at F-Zero and all is revealed! This 3D super-smooth scrolling racing game's so realistic it has you reaching for the puke pouch! Forget the stuffy F-1 sims, the future's fast 'n' brutal and far more fun!



#### **George Foreman's** Boxing

If you like boxing then be advised this game's nothing like boxing! FX's sound like someone being slapped with a wet haddock and you can't move around the ring! Basically the whole game stinks - definitely one to avoid like the plague.



#### **Gun Force**

**■** £39.99 **■** 

This is another of those shooty, shooty games with millions of people dying and no blood anywhere. Full of brilliant graphics and animation with military vehicles to jump on and use. Unfortunately, on-screen slowing soon has you packing it neatly back in its box! Try before you buy.



#### Joe and Mac: **Caveman Ninja**

■ £49.99 ■

Joe and Mac are back and looking great! This version's a dead ringer for the arcade game. Sound and graphics are identical or as near as damn it Playability's practically perfect with loads of fun for one and two players. Buy this now!





#### **Krusty's Super Fun** House

■ £44.99 ■

This is rather like Lemmings in reverse and just as frustrating. Work your way through platform sections looking for a way to force the rats into the traps. Puzzles start off easy but get get difficult towards the later levels. A bit easy for experienced players. Try before you buy.



#### Lemmings

**■** £44.99 **■** 

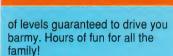
Smile if you love strategy games. Well I've got a grin from ear to ear (slightly fixed) cos this is a beaut! No pulse beams or death rays, just cute little Lemmings, with amusing green hair, falling to their deaths. 100 Lemmings per screen and squillions

#### Legend of the Mystical Ninja (The)

■£46.99 ■



there are two characters to play multiple levels to explore and powerboth join in the action — helping while the brave one does all the work! Highly playable as a oneplayer - wicked with two. Put it on vour list!





#### Paperboy 2

■ £49.99 ■

Oh dear! This game's an absolute atrocity. Graphics are shabby - not even worthy of the NES. Music's loud and annoying and after playing for a minute, you lose the will to live.



#### **Parodius**

■ £44.99 ■

Similar to the Gradius theme (note the 'We love Gradius' message at the end of the game), it's the warped imagination that's gone into this hilarious shoot-'em-up that makes it so special. True, it's a bit easy, but for addictive gameplay and a damn good laugh, it's well worth it.



#### **Phalanx**

**■ £44.99 ■** 

This ace action-packed shoot-'emup's similar to all other games of its type but thrilling 3D graphics set it slightly apart. The difficulty level's set too high, but it becomes easier with practise. Sound's not as convincing as it could be - your own gun's silent! A reasonable addition to any shoot-'em-up fan's collection.





#### **Pilot Wings**

**■** £39.99 **■** 

The graphics on this high-flying airborne extravaganza are amazing! It's like having an arcade machine in your own home. The 3D effects are beyond spectacular — they're incredible! For those who've always dreamed of taking the skies but haven't got a head for heights, here's your chance! What can I say, this cart will change your life!



#### Pit Fighter

■ £49.99 ■

This game's exceptionally rubbish. The graphics are exactly the same as the coin-op, but scrolling's jerky and slow! Playability's dreadful — most players won't get past level one! Presentation's very limited too, with only a few character selection graphics. This is one cart to steer well clear of.



#### **Prince of Persia**

£44.99

Compared with other formats, this version kicks serious arse. Graphics are superb and the layout's different on many levels making it far more challenging. Sprite animation's superb and the immensely-detailed backdrops give it the look of a winner. Highly recommended.



#### Robocop 3

£39.99

This is a complete pile of puke -Level One's much too hard to be playable. Bullets fly at Robo from all directions. They should just ping off (him being as hard as nails) instead they kill him in a matter of seconds! To be honest though, it isn't worth surviving Level One.



#### **Super Adventure** Island

■ £44.99 ■

Wow - what a game! Peg it through

your beloved babe. Plenty of projectiles to hurl and loads of wicked graphics. Gameplay's a little slow but the pace hots up after the first couple of levels. If you're a platform freak definitely check this out!

a frenzy of fruity levels in search of





#### **Super Battletank**

£49.99

Although gameplay's typically boring, for a tank simulator there are a number of interesting features. VCR quality sequences, night-and-day scenarios and the latest in tanks and weapons. Unfortunately, it's not enough to make it a compulsory purchase. Check it out before you part with your cash.



#### **Super Off Road**

£49.99

Enormous trucks tearing around at speeds flattening you into your seat with acceleration like a kick in the

#### Sim City

£41.99

Ever wanted to install a fascist state with police rule or a bleeding-heart liberal green-belt fiasco? If so, buy Sim City. Basically, one helluva game — it even has a disasters section including plane crashes, tidal waves and the occasional tower block-eating monster! Absolutely superb!



# 160% 25%. NINTENDO!

For any info on games - open next Monday (December 7) to Friday (December 11) from 6pm to 8pm.

To ask the N-FORCErs about any Nintendo game you're thinking of buying, just give the HOTLINE a call — we'll soon put you right!

CALL 0584 87 585<u>1</u>

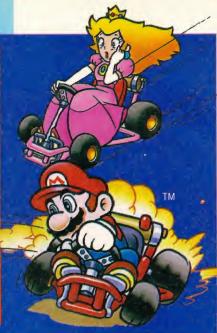
#### **Super Mario Kart** €44.99 Absolutely fantastic fun —

frustrating too! This cutesy racing game's hilarious and addictive. Excellent Mode 7 graphics and practically perfect playability make it a guaranteed hit.

Slightly flawed as a one player but brilliant for two. I don't care how much it costs, this is a game you shouldn't be without.

mmmmmm





pants. Sound like fun? That's what I thought - mistake! After the bustle and excitement of visiting the custom shop to shell out for some go-faster bits, I came second and then first in a few races... I didn't carry on because that's all there is to it. One bright point's the sound which is stompingly good. Try before you buy.



#### Super R-Type

**■** £44.99 **■** 

If you thought high drama in deep space was watching Neighbours on Neptune, then think again buddy! This awesome space age shoot-'em-up is one of the classics. Loads of weapons - lasers, bombs, bigger lasers and the old 'hold-thefire-button-down-for-a-MEGA-blast'. Occasional slowing down spoils an otherwise great game. One to check out first.



#### **Super Mario World**

video game ever, but amazingly it's free with your Super NES. A whopping 96 Koopa-cluncking, mushroom-munching, Yoshiyomping, levels to conquer in this brand new platform adventure. The ultimate intro to the gob-smacking world of the SNES. Get a copy, now!



#### **Super SWIV**

■ £44.99 ■

If you like your shoot-'em-ups tough, then this game's for you. Great graphics and sonics although the difficulty setting is ridiculously difficult. Definitely for those seeking a serious challenge. If you're only an average player, forget it!



#### **Super Tennis**

**■ £44.99 ■** 

Slice, serve and spin your way through this 'smash' tennis sim. Three surfaces, eleven world class opponents, singles, doubles, exhibition, or circuit, against a friend or the computer, this game's guaranteed to have you reaching for the barley water and begging for new balls!



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. 0584 87 5851



#### **Turtles IV: Turtles in Time**

£49.99

The heroes in a half shell are back in this time-travelling extravaganza. Battle to retrieve the Statue Of Liberty from the evil Shredder. Featuring cartoon animation sequences, plenty of loud music and sampled speech, this is a must for Turtle fans. A bit easy though!



#### **WWF WrestleMania**

£44.99

The best wrestling game so far. Featuring all your favourite stars and three types of gameplay - one-onone, tag team and survivor series. Controls are complicated and often awkward but still a good laugh with your mates. Not for the solo player.



#### Zelda: A Link To The Past

£49.99

Quite simply the best arcade adventure/RPG available. It's rare to find a game excelling in all fields but this manages no problem. Puzzles, arcade action, graphics, brilliant music and a powerful story line with diverse sub-plots — it's an absolute must.



#### ■£41.99 ■

Not only is this arguably the best

\*\*\*











#### **A Boy And His Blob**

**■ £39.99** ■

As the proud possessor of a pet Blob, help your faithful friend back to Blobonia to defeat the evil emperor. Feed your pal an assortment of jelly-beans and he mutates into handy tools. With hilariously blocky graphics, and an inoffensive tune, it's a must for all NES lovers.



off some bad mothers in the sky. With boring gameplay, boring graphics and a tune composed by a drunken llama, this game isn't worth spit.



#### Castlevania III: Dracula's Curse

£34.99

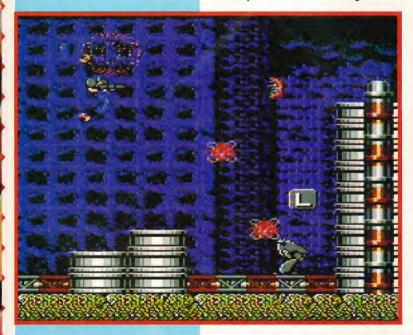
Crack that whip cos it's *Castlevania* time again. The third instalment of the series is with a doubt the best.
Graphics, sound and animation are improved, and gameplay and scenario have to be seen to be believed. If you only buy one *Castlevania* game buy this.



#### **Darkwing Duck**

£44.99

Oh look. It's one of those NES platform action games. You know the type — hundreds of cutesy characters, plenty of weapons and lots of snoring! If



#### **Action in New York**

**■** £39.99 **■** 

At last — a top quality one- or twoplayer simultaneous shoot-'em-up for the NES. This little gem's fast, furious and damn hard to boot. Rocket around the screen with jet packs at full boost, training those high-tech power blasters on anything that moves — it's a stunner. Grab a copy, now!



## **Captain Planet** and The Planeteers

■ £40.99 ■

The earth's in great danger! (Aaaw!) And it's your job, as a planeteer of Captain Planet, to save the earth. Achieve this by blowing the bottoms you're a big fan of platform games then *Darkwing Duck* will keep you happy for hours. Not the best of its kind though.



## Dizzy (The Fantastic Adventures Of)

■ £29.99 Plug-Thru ■

Thank the lord for the world's most successful chicken ovulation! The swashbuckling breakfast makes his console debut in this brilliant platform adventure. Gameplay's engrossing keeping you glued to the screen for hours. Even though the music's annoying, it's a guaranteed success. An essential purchase!



#### **Dragon's Lair**

■ £35.99 ■

This classic coin-op conversion's a mixed bag. Technically it looks great, Dirk moves well and the big chunky sprites are something else! However, the difficulty setting's ridiculous, driving you to despair—half an hour later though, you'd garotte your grandma for another go. For serious game players and arcade adventure freaks only.



#### Gold Medal Challenge '92

£44.99

What an absolute stunner of a game! Great fun for all the family and with loads of events to compete in, it will last for ages. Graphics and sonics are excellent — really evoking the atmosphere of the games. Superb NES action with some really exciting events to contest and requiring more than a little skill to win those elusive gold medals.



#### **Disney's Duck Tales**

■ £45.99 ■

WOW! Platform games don't get much better than this. Featuring Scrooge McDuck and all his friends, the aim's to find the five lost treasures of Duckburg. With five typical platform levels, and many different tunes, including the Karaoke-type *Duck Tales* theme tune. Even when you've completed this tricky webbed saga you'll want to reset and start again. Grab a copy while you can!





#### **Dynablaster**

■ £34.99 ■

Bombs away! This brilliant game combines strategy with incredibly addictive gameplay. Armed with a bucket load of bombs, blast through each maze setting traps for your opponent. One of those timeless games that keep you engrossed for hours!



#### F-15 Strike Eagle

**■ £44.99** ■

Yeeehaaa! Multiple bogeys, bearing one-five-zero degrees — fast, furious stuff and this is just what *F-15 Strike Eagle* delivers. This great arcade flight simulator is one of the best on the NES and well worth a look. If you like arcade action and/or flight simulators this is for you.



#### **Hammerin' Harry**

■ £34.99 ■

Bash your way around this platformbased beat-'em-up leaving mayhem in your wake. Gameplay's fast and furious with plenty of humorous touches. Non stop action with plenty of levels to conquer — one to take a peek at!



#### Joe & Mac: Caveman Ninja

■ £49.99 ■

An amusing cartoon version of the classic bash-'em-up. Run about, shooting cavemen and dinosaurs until you reach a big baddy. Without the imaginative graphics, this would be dreadful. As it stands, it's thoroughly average. Don't buy without trying.



#### **Micro Machines**

£29.99 Plug-Thru

What a barmy notion! Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It sounds weird but it's incredibly addictive! There's so much character with animated opponents, strange tracks and lots of vehicles to thrash. One of the most original and playable racing games I've seen.



#### **Krusty's Fun House**

■ £34.99 ■

Rats have invaded Krustv the Clown's fun house where the Simpsons are regulars. To save his job, travel through loads of puzzling levels to deliver cute rodents to their death. Music's dull, but great cartoon animations save this ribtickling puzzle extravaganza.



#### **Monster In My Pocket**

**■ £34.99** 

The monster toys come to life in their computer debut. As either Dracula or Frankenstein, battle against the evil Warlock. Defeat him by fighting your way through many levels in and around a house frightening when you're only an inch tall! With great sequences and chilling music, this is a terrifying must.



#### **Parasol Stars**

£41.99 m

This fun puzzler's a sequel to a sequel. You're Bub who (when he sheds his dragon costume) enjoys shooting little instruments and insects with magic rainbows or umbrellas. The cartoon graphics are cutesy and you have to tap your feet to the music. Although each level's pretty similar, it's still appealing.

#### **Prince Valiant**

■ £41.99 ■

This medieval shoot-'em-up's a spinoff from the cartoon and is engrossing but unoriginal. Graphics are below average and the music's the kind of battle piece you find on the good old Spectrum. An interesting challenge though.



#### Rodland

£34.99 M

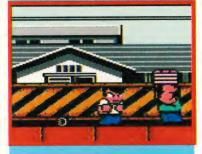
This is one game where the fairies fight back! No more cute frilly dresses and wands - these dudes wear shades and punch hard! Really rough stuff - but great fun. With lots of great tunes and spanky effects, Rodland is a sure fire hit!



#### **Street Gangs**

**■ £39.99 ■** 

Apart from a few sprite flickers, occasionally dodgy controls and some slow gameplay, Street Gangs is absorbing and great fun. More to offer than your average beat-'em-up and definitely one to keep an eye out for.



#### **Super Mario Bros**

£41.99 M

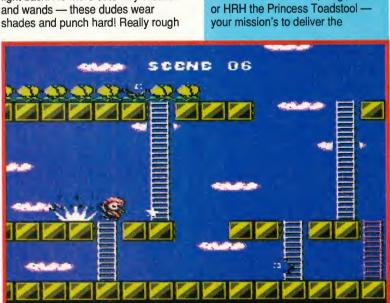
Ahh, remember the days when Mario and Luigi were innocent Italian plumbers with a pasta fixation. The first of the Super Mario series, it features blocky graphics, annoying music, and an infuriating difficulty setting. Levels are virtually identical, but it's still sickeningly engrossing. Try the other Mario games first!



#### **Super Mario Bros 2**

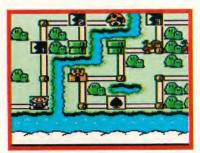
■ £41.99 ■

The dungaree clad heroes return in their second super saga. Take on the role of either Mario, Luigi, Toad or HRH the Princess Toadstool your mission's to deliver the



T.Albei

dreamland of Subcon from the slumberous grasp of the evil Wart. Now Mario uses plants as weapons. With extra-special graphics and a great, yet repetitive tune, this is a treat. Highly recommended.



#### **Super Mario Bros 3**

**■** £39.99 **■** 

The Italian plumbers return in this taxing, entertaining, and enjoyable quest. The idea's to save Princess Toadstool from the villainous grip of King Bowser and return her to Mario Land. Gameplay's typical of the series with cute fish, mushrooms, bombs and a range of blood thirsty gits to defeat. Music's fun and won't drive you to suicide like most other NES soundtracks. Great fun!



#### **Tiny Toon Adventures**

£34.99

This hugely entertaining and taxing game remains faithful to the blockbuster cartoon series. Sounds are brilliant — especially the theme and cartoon ditties. Action gets extremely difficult glueing you to your console for hours on end. Highly recommended



#### Tom & Jerry

■ £44.99 ■

Yeh-hey! In this fantastic game, players get to be Jerry as he hops and skips through really tough levels of platform action. One interesting point - none of the characters the little mouse comes up against have been seen in the cartoons. A great platform game with lots of challenging stuff one to keep an eye out for.



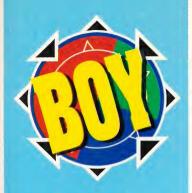
#### Troq

£29.99

In this overhead maze game, play either Spike or Bloop — two comic dinosaurs desperately trying to avoid becoming Trog the caveman's Sunday dinner. The simple Pac-Man style gameplay gets annoying but patience is rewarded with hilarious animations. Worth a spin!



71900



#### **Addams Family (The)**

■ £24.99 ■

There are creepy goings-on in this great little platform-based romp. Lots of large animated sprites and stacks of playability. Backgrounds are beautifully detailed and all the characters have different expressions and movements. If you're a fan of the movie or just fancy adding another game to your collection, take a peek at this.





#### Bart Simpson's Escape From Camp Deadly

**■ £24.99 ■** 

Help Bart escape from Ironfist Burns and the dreaded Camp Deadly. Playabilty's absolutely brilliant and graphics are well above average. Variation and new ideas on gameplay coupled with superb execution makes this a worthy addition to any collection.



## **Bart Vs The Juggernauts**

**■ £24.99 ■** 

Bart's back and looking great!
Visuals are excellent — full of
cartoon graphics with lots of
animation. Sound and FX are okay
as is gameplay, but some of the
puzzles are mind-bogglingly hard.
All in all, not a bad game but not
enough options and just too difficult.



#### Batman: Return of the Joker

■ £24 99 ■

This slick leap-around game's filled with brilliant graphic effects. Sprites are small but full of character and when the water starts to rise on Level One the screen goes wobbly — great! A great game that offers players a challenge. Play it if you dare!



#### **Battletoads**

■ £24.99 ■

Forget Turtles and Ninja Cats because the Battletoads are here to blow up their cheeks and go ribbit! Each green greaser's brilliantly animated with neat expanding feet when a power-up's gulped down. The game wears a bit thin after a few goes though — even a Battletoad fan can only take so much bash 'n' bonk 'em action.



#### **Beetlejuice**

£24.99

An arcade platform and puzzler, that makes a refreshing change! The brilliant puzzle screens include a face-pulling competition, a Pipe Mania style teaser and a wicked snap card game! Visually, Beetlejuice is a real treat with oodles of animation. A great game for platform puzzle fans. Get stuck



#### Blues Brothers (The)

**■ £24.99 ■** 

What a brilliant game! Five levels of platform pyrotechnics to conquer and plenty of action into the bargain. Well animated sprites move with smooth speed to the best soundtrack yet on the Game Boy. No kidding, this is fantastic stuff!



#### Castlevania II: Belmont's Revenge

**■ £24.99 ■** 

It's time for Christopher Belmont to face the blood-sucking Count Dracula again. Choose between four tricky levels in the land of Castlevania. With scrollingly scary graphics and a chilling, yet grating ditty, you'll never sleep again. A triumph for the small screen.



#### **Dragon's Lair**

**■ £24.99** 

A thoroughly enjoyable and interesting game. As Dirk the Daring, collect pieces of precious life stone and release Princess Daphne from the evil Mordroc. Gameplay's first class with scrolling fairground rides, exceptionally good graphics and a tune that won't send you completely fish-tank. One to look out for.



#### Ferrari Grand Prix Challenge

■ £24.99 ■

Without doubt one of the best racers we've seen on the hand held. What sets this apart from the rest, is the ease of control — it's a dream. The only problem's the position limit in the game. If you fall behind, it's game over — dum huh? A great game though!



#### **Hudson Hawk**

■ £24.99 ■

Wicked stuff! Platform action on the Game Boy is not exactly new but *Hudson Hawk* gives the genre a new lease of life. The visuals are stunning with oodles of animation on the main character, including great electrocution and splattering sequences. Each stage is as addictive as the last — burgling cats was never so much fun!



#### Jordan Vs Bird

£24.99

EA's sports sims are usually brilliant unfortunately, this is a disappointment. Graphics are sketchy, sonics are blippy and the gameplay lacks depth. One-onone gets boring rapidly and the free throw competition sends you to sleep. Doesn't have the depth to interest any but die hard basketball types.



#### Mickey's Dangerous Chase

■ £24.99 ■

There's nothing new here — straightforward jump, chuck and collect behaviour. Graphics and sonics are thoroughly average and gameplay soon gets repetitive. Not bad, just unbelievably basic and dated. Try before you buy.

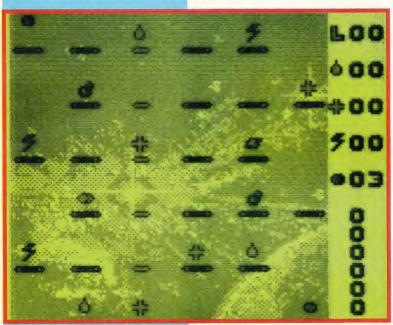


#### Pop-Up

**■ £24.99 ■** 

In this original puzzle game, become a bouncing ball searching through maze after maze for the way home. Sounds easy enough but there are 100 levels of enemies, fire, and disintegrating platforms to overcome. With fantastic backgrounds and a jolly tune, you'll be playing until the cows come home.





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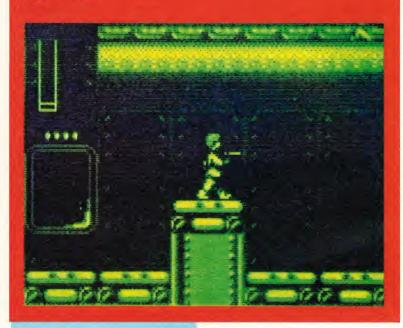


#### **Star Wars**

£24.99

Early platform sections are easy but toughen as the game progresses Graphics are moody and atmospheric and Luke's large and well defined, but sonics and in-game FX are disappointing. All in all a title that should provide hours of entertainment — guaranteed to be a great Christmas hit!

WWWW



#### **Parodius**

■ £24.99 ■

Mystery of the year is how Konami manage to squeeze all the amazing gameplay, hilariously-brilliant graphics and practically perfect playability of the SNES version on to the portable. Adding a great comedy twist to the standard shoot-'em-up formula, Parodius is one of the best hand-held titles you'll see all year.



#### **Prince of Persia**

■ £24.99 ■

Virgin have come up trumps with this GB conversion, it's a lot harder and loses nothing transferring to the small green screen. The prince's nothing special graphically, but animation's quick and smooth. Layout's the same as other formats with a total of 12 levels. However, the difficulty keeps you coming back for one last go hard but damn addictive.



#### Rodland

■ £24.99 ■

Entertaining and absorbing, if a little confusing at times. No great shakes but fun anyway. If you're a platform person this is worth a look, but don't try to understand the logic behind it or your brain may explode! Mild and inoffensive—think before lashing out the cash.



#### Spanky's Quest

£24.99

Oh my God! They've transformed the cute and cuddly monkey hero into a bush baby character. Despite the changes, it's still a game you come back to again and again — especially with the special password system. Hours of fun. Well worth a look.

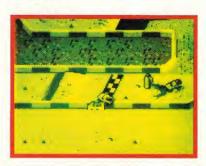


#### **Super Off Road**

£24.99

Plenty of racing around in the mud, but fiddly gameplay lets the title down. Topsy-turvy animation still looks great but I'm afraid it's not a game to play for long. Think carefully before buying.





#### Super R.C. Pro-Am ■ £24.99 ■

Wow! What a great twist to the conventional driving game. The concept of racing remote control mini models sounds a bit dodgy but it really works! You get a great feel for speed as you whizz around the sand-pits and flower beds! A cart Game Boy owners everywhere should get their hands on!



#### Tip Off £24.99

This is one hot basketball simulation with neat graphic touches. In one impressive sequence, the view zooms into the basket to watch the ball slam dunked — excellent! Tunes and FX are a delight, making it the ideal choice for hand held basketball



that looks okay but lacks depth and playability - only worthwhile in multi-player mode. Choose between circuit or slalom racing and that's yer lot. Look elsewhere for your racing thrills.

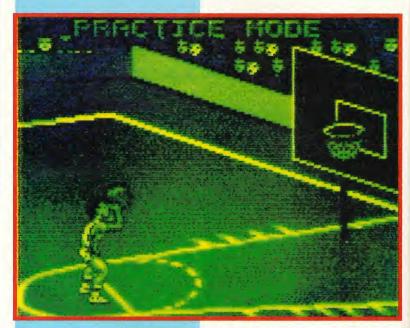


#### **World Circuit Series**

£24.99

An interesting overhead racing game jam packed with features - very impressive on the small screen. Great stereo car FX and good, if a little easy, gameplay. A waste of carefully saved pocket money.





#### **Track Meet**

■ £24.99 ■

This is a multi-event Olympic style sports sim with a difference. Featuring Ricky the Barbarian, Swammi Pastrami, Kenichi Katana Ninja, Irwin B. Cheetin and Jack Strop there are loads of laughs in store. Simple presentation, good visuals and an all-round polished look, make this a cut above the rest. A bit easy though.



#### **Wave Race**

■ £24.99 ■

Jet-ski racing for your Game Boy? Pull the other one! Well here it is, yet another mediocre racing game

#### **WWF Superstars 2**

■ £29.99 ■

Sounds great but playability's frustrating - knock the energy out of the computer's player and it reenergises itself! Sprites are small. action and animation's good and there are lots of options. Wrestling fans will love it, others be more cautious.



#### Yoshi

£24.99

Packed with sprites from the Mario adventures and excellent ditties. Yoshi is great fun. Gameplay's nothing new - Tetris all over again! Graphics are a treat. Lots of fun - in short bursts.



Well, that's all for now. Next time you're thinking about buying a cart remember to check the rating. Just because it's Christmas it doesn't mean you have to be landed with a turkey!



#### Level 4

■ Welcome to the caverns. There are two paths available, stay underwater whenever possible — it's much easier. Use needle crackers or straight lasers to bombard the red eyes. Keep on the move to avoid the energy draining fire the sea monster blasts out of the purple port on top of its shell.



#### Level 5

■ This ugly dude rises from molten lava and is an incredibly daunting sight. Keep out of the way of his swiping hands and blast away at his body. After what seems like an eternity a green heart appears. Use macro missiles with your special weapon to make the big man crumbles before your very eyes. Pheww! I'm glad that's over.





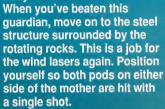




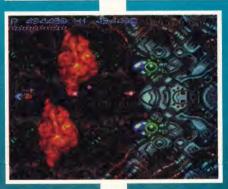
■ At last you've made it to the final level! The palms are sweaty and you're heart's pumping but gather your nerves and let's go! Use wind lasers to fire at the two satellite ships on either side of the mother. When the red eye appears change to macro missiles or your

Level 6





After you've destroyed them, blast at the centre to reveal the next stage. (see below)

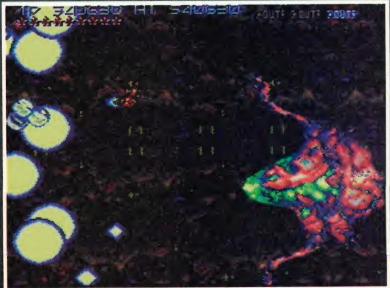






Things start to get tough as you come face to face with your arch-enemy. Keep moving to dodge the fire coming from the middle of the screen. Select a strong weapon like macro missiles and concentrate your fire on the head of the frog. As you hit him, the metal coating's destroyed and he's left alone and defenceless. This is no time to develop a conscience, select wind lasers and blast away at the head until it explodes in a flash of white

Now sit back, pat yourself on the back and watch those end credits. Well done you've restored peace and saved the solar system. All in a days work!





It's solution time once more courtesy of **Game Boy expert and top Nigerian** > newsagent Andy Clarke.

If you're having problems with this tough platform collect-em-up, follow the blow by blow guide and check the map for the special items. Enough of the talking, take it away Andy...

O	0	2
	3	4

Floor One

I	1	<b>Tower Top</b>	A	Closet key
l	2	<b>Tower Top</b>	B	Left Foot
l	3	<b>Tower Top</b>	C	Crow Bar
ı	4	<b>Tower Top</b>	D	Helmet

Make your way down into the barons crypt for a door knob which fits a cupboard in the hallway. The cupboard contains a spanner to open

a secret room in the forge. The secret coachroom is off the forge and contains a rope. Go back into the forge — you can now reach the pendulum.

There's a secret tunnel behind the grand-father clock in the baron's study. This leads to a secret jetty and the lightning conductor, part of the life machine.

cellar key. Drop down into the ice house on floor six to find a key to tower D. At the top of this tower is a helmet stand on the suit of armour to retrieve Bitsy's left arm.

the exit to tower I is blocked

by crates of TNT. Pick up the

dynamite in the secret-tunnel

found in the main sitting room.

— open the door to find a

On tower top I is a parapet key. The secret parapet is

and unblock your exit.

24

29

Use the cellar key to explore the dungeons and cells on floor six — watch your lantern for fuel! In the cell lies the key to tower A. Climb up tower A and grab a closet key.

**Restart Code:** 237N5 N205L F22SO

egin the quest by collecting a book in the second bathroom. Unfortunately, Franky can't read, so take it to the library for a level key to open floors 1-4. Climb to tower top B and retrieve Bitsy's left foot.

The tower C key is in the Cannon room. On your way up, don't miss a bottle of water on the table in the great hall. Grab the crowbar at the top of

tower C - all floors are now open. Go down onto floor five towers E-J.

Up on tower top J, pick up your sweetheart's right arm. Then collect her left hand on tower top F, right leg in the canon room, and don't forget her right foot on tower top E.

**Restart Code:** VKFN1 J8\*05 XFO1G

	1 2 3 4
5	Floor Two 7
_	B 9 10 11

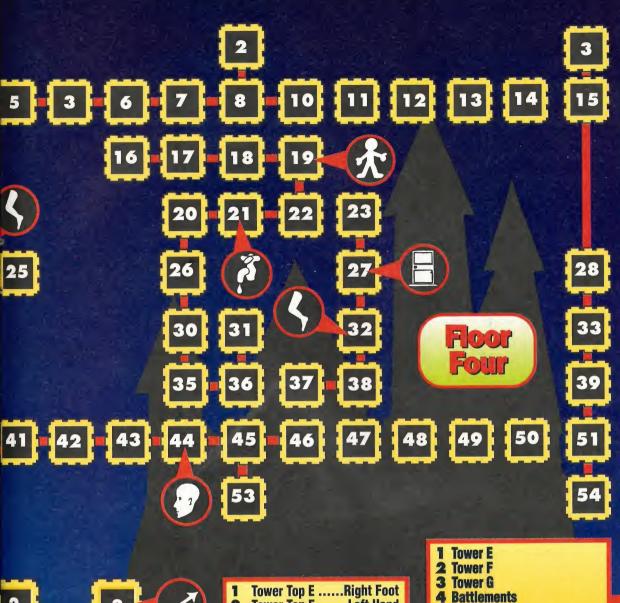
- 1 Tower A
- 2+3 Battlements
- 4 Tower B
- **Gate Tower Top**
- **6** Battlements

- **Battlements**
- **Tower C**
- **Battlements**
- **10** Battlements
- 11 Tower C





10



**Tower Top E .....Right Foot** Tower Top F .....Left Hand 234 Tower Top G .....Arrow **Secret Stairs** 5 **Secret Tunnel** 

6 **Tower A** 

**loor Three** 

16

7 **2nd Sitting Room** 

8 2nd Bathroom.....Book

9 **Tower D** 

**10** Secret Tunnel

**Baron's Study .... Dynamite** 

12 Closet ......Empty Bucket

13 2nd Living Room

**14** Gate Tower

15 Baron's Library ....Key to 1-4

16 Cupboard .....Spanner

17 2nd Bedroom

18 Tower C

19 Hallway

20 Hallway

21 Tower D

22 Tower Top H

23 Tower Top I ..... Parapet Keys

24 Tower Top H.....Right Arm

The door to the closet's found in the second living room on floor three.

**Battlements** 

**Battlements** 

**Battlements** 

**Battlements** 

**Battlements** 

**9** Battlements

5

6

Enter the closet and collect an empty bucket. Take it to the court yard well on floor five. Fill the bucket, carry it back to the great hall and put out the flames

in the fireplace. When the fire's out, a secret storage room is revealed containing a safe — unfortunately the safe is locked! However, in the armoury on floor five there's a safe code. Inside the safe is a **body plan** to help reconstruct the lovely Bitsy.

Pick up a lantern and collect a well key on floor six. This opens the well in the courtyard well on floor five.

Drop down into the well and grab a torch as you fall. Collect the thread in the power room to stitch your ghoulfriend back together.

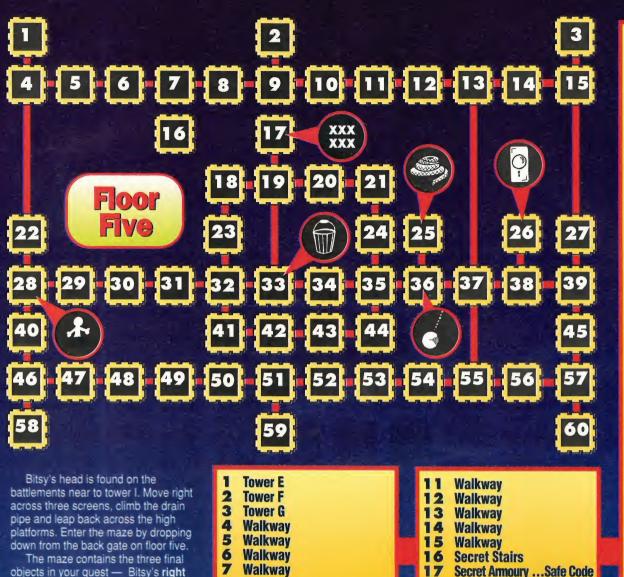
At the front gate on floor five, Bitsy's torso floats tantalizingly out of **15** Battlements **16** Secret Stairs **17** Secret Tunnel **18** Secret Tunnel 19 Storing Room .... Body Plan 20 Tower A 21 Great Hall ......Water 22 Great Hall 23 Tower B 24 Cannon Room ....Right Leg **25** Gate Tower **26** Cannon Rm .... Tower C Key 27 Main B'room .....Recharge **28** Cannon Room 29 Winch Room 30 Winch Room **31** Secret Parapet ... Cellar Key **32** Main Living Room 33 Winch Room **34** Cannon Room 35 Tower C **36** Main Sitting Room **37** Bathroom **38** Tower D **39** Cannon Roon **40** Battlements **41** Battlements **42** Battlements **43** Battlements **44** Battlements ......Head **45** Battlements **46** Battlements **47** Battlements **48** Battlements **49** Battlements **50** Battlements **51** Battlements **52** Tower H 53 Tower I 54 Tower J

 Battlements **1 1 Battlements**  Battlements Battlements

**14** Battlements

reach. Grab the winch lever from the wine cellar on floor six, reached via the tower B kitchen. Raise the portcullis and grab the torso.





17 Secret Armoury ... Safe Code 18 Tower A 19 **Guard Room Guard Room** 

**Tower B Kitchen Outer Wall** 23 Lodgings 24 **Stables** 25 Coach Room.....Rope Baron's Crypt ...Door Knob Outer Wall 26 27 Front Gate .....Torso 28 29 **Gate Tower** 30 Courtvard Courtyard 31 32 **Keep Gate** 33 Well .....Bucket and Torch Courtyard 34 35 Stables Forge .....Pendulum 36 37 Courtyard 38 Courtvard 39 **Back Gate** 40 **Outer Wall** 41 Tower C 42 **Stores** 43 **Stores** 44 **Tower D Back Gate** 45 46 Courtvard 47 Walkway 48 Walkway 49 Walkway 50 Walkway 51 Walkway 52 Walkway 53 Walkway 54 Walkway 55 Walkway 56 Walkway 57 Walkway 58 Tower H 59 Tower I 60 **Tower J** 



hand, left leg and a power lever for

machine and bring your beloved Bitsy

Grab the items, take them to the life

the life machine.

back to life. Well done!



8

Walkway

Walkway

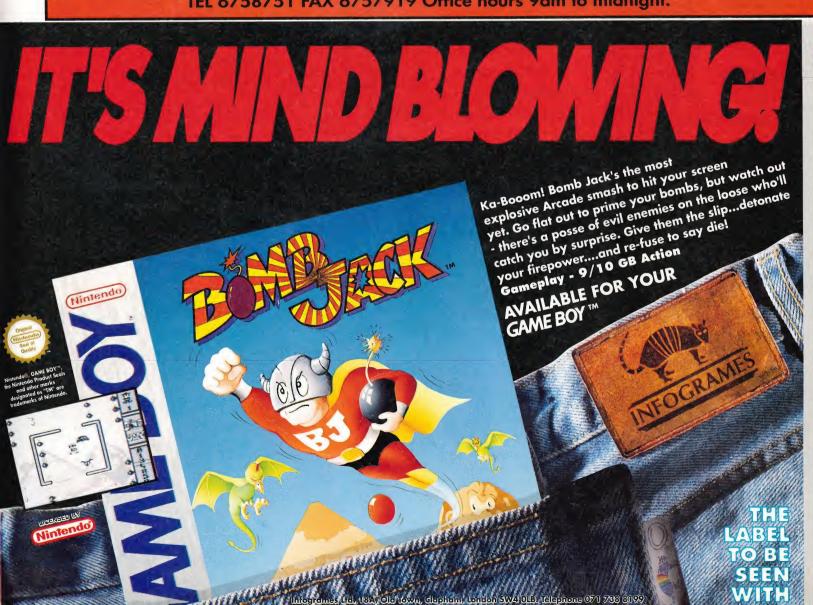
10 Walkway

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The complete low down on the biggest and best snes, nes and Game Boy games...









t's been another stonking month on the Top Ten scene. Super Mario Land screams up to take top position on the Game Boy, closely followed by the cute platform adventure Tiny Toons. On the NES the Turtles are still going strong. And our readers' choice of the top snes game? Need vou ask?!





- 6. Lemmings
- 7. Pilot Wings

1. Street Fighter II

- 8. Super Tennis 9. Super Soccer
- 10.Sim City





- **Super Mario 3**
- 3. Hyper Soccer
- 4. Tiny Toons
- 5. Mega Man III
- 6. Bad Dude
- 7. Battle Toads
- 8. Kickle Cubicle
- 9. Super Mario Bros 2
- **10.Donkey Kong** Classic





Street Fighter II storms in at Number One again - it's just blasting the competition to bits!

But don't forget, if you don't like Street Fighter II you can say so. Send your own version in, we pick one each month and then spoil the winner rotten with ridiculously-priced prizes. All you have to do is send your own top ten into: IT'S THE TOPS, N-FORCE, EUROPRESS IMPACT, LUDLOW, SHROPSHIRE, SY8 1JW. Put a pic of yourself in and which sort of console you own. Go on, give it a try!









Batten down the hatches and lock up your daughters because the MANIC MARSHAL's back in town. Firing straight from the lip, our man's got all the latest inside information plus the hottest and juciest gossip on the US games scene.

I'll be back...

e all know that just about anything's collectible these days (even Mario cereal boxes) — but best bets are comics and toys. To start your collection we've got an official electronic *T2: Judgement Day* Arnie figure. Featuring sampled speech and light-up eyes, it's all you need to scare your little sister to bits.

Ever get jealous of your sister playing with her Barbie and Sindy dolls? Has your Action Man lost his eagle eyes and gripping hands? Well now's your chance to win your very own walking, talking, guntotting Arnie.

All you gotta do is complete the following phrase in twenty words or less:

I want to be a terminator because...

Send in your entries on a postcard to I play with big muscular dolls compo, N-FORCE, Ludlow, Shropshire, SY8 1PD.

Yes, you too can have your own Arnie doll. All you have to do to win this awesome dude is tell us why you'd like to be just like him. Simple...

storefront actually) move a marker up the three flights of stairs — the object's to reach the top intact. Sounds easy but it's a big problem cos there are all kinds of bizarre things like hidden booby-traps.

Still talking board games, one to look out for is the role playing extravaganza — Dragon Quest. And because it's Christmas we've got one to give away. Just send a postcard stating in 20 words why you deserve it to Quest Compo, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

#### Let's get board!

ast month we showcased the Addams Family 2: Pugsley's Scavenger Hunt, based on the new cartoon series running in the States.

Now there's the board game — The Addams
Family: Family Reunion!
A bit like Monopoly in style, spin 'the Thing' then creep through the graveyard, follow the directions of the tombstones

and watch out for the bed of nails. And how about the

Find Uncle Fester card game
— it even comes in its own
coffin!

The wildest game of all is Creepy Mansion from Pressman Toy Corp. Using

Pressman Toy Corp. Using a 3D, solid plastic mansion (more of a







**Test tube baby** 

hatcha think of the high-tech RCA UV2 TV? Almost all the black spaceage chassis is devoted to the picture tube and it features front-fired stereo speakers, universal remote and color picture. Dufus huh! Imagine the vibes playing Street Fighter II on this baby! Betcha think it costs a fortune, eh — well you're right. Speaking of cash...

Television from hell! The new UV2 TV from RCA is a real beast for games like Street Fighter II.

# Pirates ahoy!

ood news for software companies — antipiracy legislation applying to video games has been passed in America. The bill makes software piracy a federal offence subject to a fine of up to \$250,000 and a prison term of up to five years.

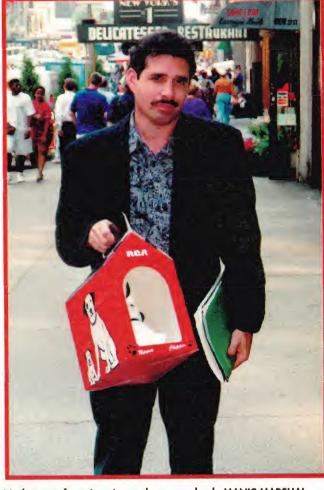
#### Nice Nintendo...

ith all the money Nintendo are making, it's nice to see them ploughing some of back

into the community. Although they're a multimillion dollar corporation they haven't forgotten their social conscience.

This month sees the opening of Nintendo Fun Centres in pediatric facilities throughout the US.

Funded by **Nintendo** and the Starlight Foundation, the centres aim to make hospital a more fun place to be. What a great idea!



It's that man from America — the one and only MANIC MARSHAL. We caught him out in the Big Apple recently shopping for stuffed toy dogs — live in New York long enough and you're bound to do a few strange things.

# Game fiend get-together!

hinking of going to the USA? Well if you're a game fiend then it's worth postponing your trip to next summer. Why? Well, from August 19 to 22 the biggest game convention in the world is being held in Milwaukee, Wisconsin.

The 1993 Gen Con Game Fair is expected to draw crowds in excess of 18,000 to take part in hundreds of adventure games, board games, military games, computer games, and the world's largest role-playing tournament... the Advanced Dungeons and Dragons Open.

For more info, write to 1993 Gen Con Game Fair, PO Box 756 Lake Geneva, WI 53147 USA. You can also fax them at (0101) 414-248-0389, Att: Sandy Kinney.

#### Late news!!

ou wouldn't believe it, but we've just got our hands on one of the first snes Game Genies! Straight from Galoob and Camerica, this little bit of kit gives you heaps of codes to bust all those super-hard snes games.

Haven't even had the chance to shove the damn thing in the machine yet, but as soon as we do you'll be the first guys to know.

#### **CD** launch next year?

intendo continue to prepare for their CDROM entry and now they've done a deal with Sony. Nintendo's CD add-on is still planned for a tentative launch in America/Japan in August '93, but they've jumped the fence and pulled Sony into their corner as well.

So what you've got is **Nintendo's** own CDROM player and the Sony machine both due around the same time both playing **Nintendo** games. Interesting, huh?

Unlike the Philips CD-I, the **Sony** player has all the special graphic modes which make the SNES such a great machine.
Additionally, the **Sony** unit accepts carts as well as CD games.

Minoru Arakawa, President of Nintendo of America, said: 'the Nintendo/Sony agreement represents an important milestone in the video game industry.'



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# Koritha with headingster Mr Roberts

What... have you been up to mischief again? What was it this time? Salt in the dinner lady's tea? Spider on teacher's chair? Or holding first formers upside down out of the window for a laugh? You're in for Six of the

Best me old china! Six of the Best NES platform games that is! What are the greatest

'jump-around-and-bounce-on-theheads-of-your-enemies' games? Read on, all is revealed...

# Disney's Duck Tales

ho cares what a game's like as long as it gets everyone singing along to the theme tune which *Duck Tales* does in a matter of seconds!

Packed with great Disney graphics and multiple levels set in various

locations around the globe. Transylvania, The Himilayas and The Amazon are all visited. Three difficulty settings provide a challenge for all standards of player.

#### Going quackers

Scrooge McDuck walks along hitting

things with his big cane or using a pogo stick to bounce on their heads.

Success isn't just a matter of completing level after level as in most platformers. Some objects must be collected from other levels and used to get past tricky situations.

McDuck's nephews, Huey, Dewey and Louie, crop up from time to

# Super Wario Bros. 3

Nintendo

herever you go, whatever you do, you can guarantee you're never far away from Mario! This is his latest and best adventure on

With multiple levels full of cute goons in various guises, addictive qualities ooze from every corner.

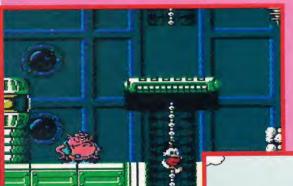
The tubby Italian has more suits to try on too!

He dons a frog suit to out-swim killer fish and jumps into a raccoon outfit to go for a fly. The Super Mario games set the standard for others to follow

#### Raunchy ravioli!

Every Mario game's a variation on a successful theme. Move around the main map any way you like - you don't even have to complete all the levels to reach the end of a world! The two-player game brings Luigi into play with alternate games.

If you haven't played Super Mario Bros 3 on your NES, you don't know what you've been missing. Go out and get yourself a copy now - it's the best thing since N-FORCE!



time along with a cast of thousands. Hardened platform gamers won't

find much of a challenge in store. Fun to play while it lasts.

#### Visuals

isney characters packed with olour and animation.

#### Sonics

rilllant theme tune and s ffects — you'll love 'em! Playability

little easy but a good game for bunger players.

#### Force

Walt Disney magic comes to life on the NES.



#### Visuals

ines so funky they've been ade into a pop record!

#### **Playability**

ots of worlds to discover and variety in the levels

If you haven't got this on your NES you're mad! Buy one now.

# **Tiny Toon Adventures**



#### Konami

nother game in the classic Mario style. This time the characters come from the hit Warner Bros cartoon series. Baby versions of Bugs Bunny, Tazmanian Devil, Daffy Duck and Porky Pig fill the screen with colour and cuteness.

The various characters chop and change repeatedly, each with their own characteristics and tricks to perform.

Kill most beasties by bouncing on their bonces — very Marioesque!

#### **Cuddly carrots**

There are plenty of shops and lots of mid-level action. Avoid the cuddly girl, if she lands a big smacker it's back to the beginning to repeat the level. Luckily, the generous Hamton the pig gives extra lives for carrots collected!

Tiny Toon Adventures is non-stop fun. With extra characters to play and lots of superb animation this is a must.









# Monster in My Pocket



#### Konami

ey-hey missus!
Knowworrimean? Monster In
My Pocket takes the platform
genre into new dimensions. Play
either Dracula or Frankenstein's
monster, with each stage part of a
huge house.

Apples, cheese, taps and plugs might not seem too menacing but when you're only two inches tall they're a nightmare! Both characters are controlled in exactly the same way, with normal or double jumps and the ability to throw things at your enemies.

#### **Tiny terrors**

Most impressive is the detail in the background graphics. Monster in my Pocket has superb scrolling backdrops with stereos, ovens, table tops and gardens beautifully drawn.

Sprites become flickery when the screen gets full though, but that's a

problem with most NES action games.

The simultaneous two-player game's a welcome addition. One player takes on Dracula while the other becomes Frankenstein in a team to beat the miniature meddlers! If you are looking for something a little bit different then this is your fella.



# The Fantastic Adventures of Dizzy

#### Codemasters

Dizzy takes the platform genre to new heights with one enormous play area that includes tree houses, castles, pirate ships and diamond mines.

The main scrolling levels have elevators linking platforms. To solve and uncover new puzzles, pick up and use objects in the correct places.

#### Egging them on!

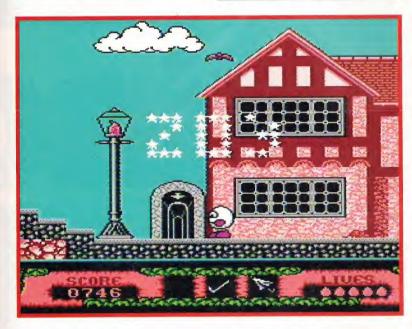
The game isn't strictly a platformer as there are no sections to complete before more can be played. The whole play area's wide open with only puzzles restricting movement.

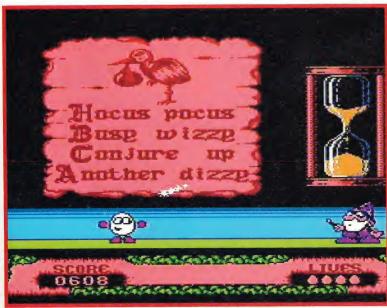
Various sub-games are included with a rapids ride, mine cart roller coaster, bubble bouncing and

Operation Wolf style shoot-'em-up all to be discovered.

This is a superb NES eggstravaganza that shouldn't be missed.









# Krusty's Fun House

#### Acclaim

i kids! Krusty's crazy antics have converted perfectly onto the NES with graphics and sound to almost equal the SNES original.

Complete all the rooms in one level before the nutty clown can move on and discover new puzzles. Sounds easy doesn't it but there's plenty going on with rats oozing out of every corner.

#### Where's my ratty?

Snakes, robots and flying pigs with a tendency to plop on your head,



inhabit the later levels. Things get pretty tough — you'll be running to Ace for help before you know it!

Best of all is the difficulty level. Puzzles start nice and easy but soon get very difficult indeed! Krusty's Fun House is a puzzling piece of purple perfection. If you think you're hard enough for this challenge, give your brain a test and try it out today! Guaranteed fun for all the family — highly recommended!







**Look! Camelot! Camelot!** Camelot! We're knights of the round table and we're very able... CARL always wanted to be a

knight of the round table but he could never get his sqaure chair to fit!

It's hard

to tell exactly

what's going

on

t's time to pull on your breeks, don that cod-piece and doff your hat to lady luck as you set off on an intrepid journey of discovery.

Your goal? Wrestle the Holy Grail

from the clutches of jealous Gods? Nope, vou've got to find a castle - in Cornwall - tricky job that!

Safe in the knowledge that the object of your quest isn't about to wander off, begin your journey knowing you musn't come home without the castle.

Avast you naughty chap

The first stage sees the heroic, strangely blue and fuzzy-round-theedges Prince Valiant making his way through the Marsh of Certain Death in a left-right-cop-an-arrow-in-the-back type scroller.

Graphics are so sketchy it's hard to tell exactly what's going on.

Throw what look like daggers (though they may be dinner plates) at the opposition as they run lemming-like at you with swords, spears and bows.

Reviewed!

Defeat this bunch, dispatch the nasty monster and it's full tilt for Level Two. In this stage, format changes to an Operation Wolf style shoot-'em-up - blast away with a crossbow at

everything that moves.

> An interesting game with average graphics and tough gameplay. I enjoyed the challenging and innovative combination of game

styles. However, the poor graphics are too frustrating to give the game long lastability. Think carefully before **CARL 69%** buying.







Watchout Valiant! There's a madman hiding in the trees with a crossbow — get him before you get his point!

# FORCE FAX



hen you come up against the fire breathing snake in Level One stay on the left of the screen and fire rapidly avoiding his flaming projectiles.



NERGY E

The prince is back, and this time he's looking smaller, greener and meaner. NICK dons his sword and heads off in search of fierce dragons and fair maidens...



The prince has shrunk a bit to get him into the Game Boy but the appeal of the story is still here. Playability's tough at first. The handheld version's vastly different to the NES and I found it very frustrating at first. The

forests and castles are split into different zones on a grid. Any of these can be selected, the prince then appears surrounded by trees, huts and lots of power-ups. Fans of the cartoon show should approve of this hand held version. There's lots to see and do including some great animated sequences. **NICK 70%** 











Long ago, in a mystical land, there was a valiant prince called err... Prince Valiant who went around conquering evil and seeking out castles. The main flaw in this title is

the graphics. Perspectives are annoying, and you don't always end up where you intended. The medieval and enchanting music's great, setting the scene perfectly. A good effort good but nothing **ROB 65%** to get too excited about



SCORE 009635 TOKENS

Oh no, it's the Archers! Yes, life is no cake walk here as Valiant (in blue) is beset by leaping lepers, sad Radio 4 soaps and some chaps with bows and arrows too!



# RATING

66

A bit indistinct and fuzzy — some of the larger sprites ain't bad

68

in-game F atchy intro tune are a bit of a let down

65

Tough gameplay and twitchy control make it annoying and hard

67

Tough enough to last a while but frustration easily sets in

Not a bad game but there are many better ones out there

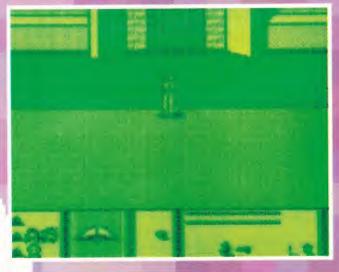
TIME 02

TOKENS

#### Take a look at Prince Valiant engaging in numerous escapades of madcap-wacky fun, involving trees, dragons, princess', rogues and that strange bloke with a wooden bladder on the number 47 from Halfpenny Green.

Right: Valiant waits for the infamous number 47, I bet two come at once!







Left: here we see one of the informative screens dotted throughout the game.



Small but detailed sprites animated sequences with draw bridges!

69

Atmospheric medieval tunes and pinging sound effects

73

Lots of sections to explore with many nooks and crannys!

70

There's certainly lots to discover with three different world sizes!

# Totally different to the NES but



Melting faces, bulging eyes, unsightly warts. This sounds like a job for **ROB** and his amazing multi-coloured acne!

# **FORCE FAX**



he big drums of acid are very harmful. So take a leaf out of Toxie's book and

# IT'S THE JUNK FOOD don't go near them!

aaargh! Watch out for that huge vat of acid somebody left lying around. Oh well, I suppose we're going to have to get used to being horribly mutated and completely unattractive to man or beast - but then it never stopped us in the past did

Toxic Crusaders is a simple story about simple folk. Well, actually they're horribly disfigured mutants called Toxie, Nozone, Major Disaster, Junkyard and Headbanger.

Each uses a different weapon to defend the quaint town of Tromaville against the evil Dr. Killemof and his army of fanatic followers, the Radiation Rangers. The aim's to defeat the Doctor so the citizens of Tromaville can kip safely in their beds.

#### **Face aches**

Toxie, the leader of our heros, was originally called Melvin Junko but fell for a zany jape and landed in a vat of bubbling waste, leaving him in his present state. The other four have all come a cropper in one gruesome way or another.

The Doctor's not a nice guy at all, he wears a face mask connected to a life support system which pumps noxious fumes for him to breath -

At first this is quite a tricky game to get the hang of, but there's a good challenge in store if you persevere. Graphics are great — the animated slime bags with hideous features are excellent.

Sound is as cool as a snowball giving the action a great atmosphere. Take it from me, Toxic Crusaders is a **ROB 83%** right good game.





Above: before intensive plastic surgery...

Left: and after without the bad haircut!



Love those graphics! Imagine pulling your worst possible face, now double it. That's what these geezers in Toxic Crusaders look like! They've been horribly disfigured by nuclear fallout and are on a quest for a good plastic surgeon!

The game's the usual style of scrolling beat-'em-

up with plenty of dudes to destroy and a variety of ugly creations to control. The hideous detailed pictures on the intro screens are excellent! Stop pulling faces at the little girl next door! Get Toxic Crusaders and really go to town!

**NICK 69%** 



85

lood animation, characters and well-designed backrounds

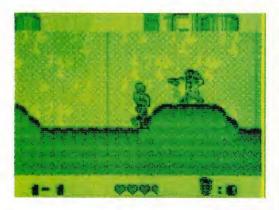
70

80

Atmospheric and exciting — a bit over the top in places

Characters are easy to control — good range of effective weapons

uite hard to master — you need all your beat-'em-up skills



Toxie doesn't look where he's going and consequently is about to get his head blown off by an angry landowner (not really!)









Above: relaxing with a quiet

game of shooting.

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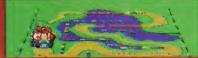
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# Super Juner Juner Juner Super Juner Juner



One hundred old baked bean tins, a roll of tin foil and a pair of rusty shears! NICK takes a holiday on Mars and becomes a DIY super robot...

t's happened again you know. A strange and distant planet has been taken over by mutant alien scumbags. You know the type... big head, long tentacles and wrinkled, boney fingers ideal for phoning home!

What has all this got to do with our mate Turrican? Well he's the lucky fellow who's been chosen to reclaim the space colony of Alterra, dressed in nothing but a bullet-proof

suit - how dashing!

crumpets!

This scenario paths the way for lots of bowel-shattering shoot-'em-up action with missiles and mutants flying everywhere. Four worlds are here to be conquered but you must get home in time for tea and

I bet many of you are wondering where you've seen this game before. If you've been keeping an eye on *Universal Soldier* you'll notice many similarities. It's exactly the same game and a damn sight better than the poxy film too!

Levels scroll in eight directions and are littered with rugged terrain, power-up blocks and space stations full of aliens. The power-ups provide

a wide range of weapons from boring guns to lightning warps and buzzsaws causing mass destruction.

#### **Robot reindeers!**

This is the first time *Turrican* has appeared on the NES but he's being doing the rounds on other formats for years. The game hasn't changed a bit

with the same graphics and playability as the original.

#### **Soldier snowballs**

Vast landscapes certainly provide blasters with plenty to explore and discover. This isn't a game where wild firing action will help you. Careful selective blasts are needed to get them before they get you!

If you fancy stepping into the shoes of the cockiest, coolest chromidium warrior since Terminator then get out your odour eaters for *Super Turrican*!

NICK 73%



Above: It's a fine old time bouncing around alien caves in a hostile enviroment, knowing that if it moves it's gonna try to have you for lunch and if it doesn't move it's only because it's already eaten your mates!

Left: Lunch at the Ritz!

Reviewed!

82

A bowel-

shattering

shoot-'em-up!

N-FORCE ■ JANUARY '93



### **FORCE FAX**



on't go wild and blast everything in sight. Use your bullets selectively and take out the aliens one by one. You'll get much further into the game.



Above: Now this may seem like repitition but blast everything in sight. By all means look for Christmas presents but if you find some they'll most likely eat you! Ho, ho, ho!



letailed and colourful with a

rugged charm. An intro would have been

Right: All this enormous technomachinery is fine but who put up the chain link fencing?





Better than the Boy, *Turrican* for the NES is a fine shoot-'em-up, with fast graphics and gameplay. Rough, tough and thoroughly addictive, I found myself constantly drawn back to the game to try once more to get just that bit further. Masses of power-ups to collect and dozens of denizens to dispose of make this one of the best and hardest of its type. Odd though that it should

bear such a striking resemblance to Universal Soldier on the SNES! But never the less this is one to get if you're a chap who likes a hard blast... I know I do.

CARL 81%

Above: Going up! Mens wear, furniture and green slimey lifeforms. Bing!





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The bells! The bells! Ooh, my aching back. **CARL'S bells are** large and shiny, and he's got a hunch

that Esmerelda's gonna need rescuing. What a guy!

nockout! Belter! Stunner! Just some of the adjectives used to describe this great platform adventure. When it leapt on to my green screened buddy courtesy of those fiendishly nice types at Ocean, I just couldn't believe my luck.

Take the part of super hunchback, Quasimodo and rescue the fair(ish) Esmerelda from the clutches of the hideous Halfenpounder.

The evil villain's taken her captive and is determined to force his attentions upon her - what a rotter! Only you can stop him.

#### Cunning campanology

The platform action's great as you jump, bounce and swing with deformed grace through nine levels of forests, castle walls, moats and dungeons. Each is littered with goodies to collect and traps laid by the horrible Halfenpounder.

Levels are divided into smaller areas to complete before passing to



unchback first appeared on the Spectrum 16K. Quasi lived in Notre Dame - a famous French cathedral which translated means 'Our lady.'

the next challenge. At the end of each stage an enormous bell appears. Make it ring by sticking the nut on it hilarious!

#### Alarm bells

Each stage is against the clock - a timer in the shape of a slowly burning fuse acts as an indicator. Fail to find and ring the bell in the required time and you discover what Halfenpounder has in store - nasty enough to make your eyes water and hear bells ringing in your ears!

Everything you could ever ask for



when there gather as much fruit as you can to gain extra bonus letters in the main game. And the chance to have a good relaxing kip. Night, night!



Da bells, da bells, I can't take much more of this whisky drinking! Super Hunchback is one spanky piece of kit that no Game Boy owner should be without! I remember the old days of CRASH and the original Hunchback — this version's a million times better. The animation, music and sound effects are amazing. Playabilty's practically perfect and it's difficult enough to keep you going into the new year. See for yourself! NICK 91%

Not the best but damn fine character sprite is hilarious

intastic catchy tunes keep you humming along for ages

89

ick and smooth, so well balancer

hallenging and addictive just a little short

88







# FORCE FAX



on't bother collecting many GEMs — you lose them if you die! Concentrate on squashing the mutant monster

A typical fireside chat with God. He records all movement, gives advice and ties your shoe laces ready for the big adventure — It's nice to have friends in high places!





# Oh no! Not blazers. NICK had enough of those at school with a trendy badge and shiny fake gold buttons! Grange Hill eat your heart out!

**Each freed** 

soul

communicates

with the hero

ancy losing yourself for a couple of weeks — entering a whole new universe and making lots of new friends? Soul Blazer is the latest role-playing game out on the snes (the most famous being The Legend of Zelda) and boasts many complex levels to explore and characters to meet.

Action takes place in the Freil Empire. Inhabitants have been turned into evil monsters by the Death Toll,

who was invited to this lovely kingdom by the greedy King Magridd. The King thought he could make a deal with the ruler of evil but instead the plan backfired — and only the brave hero sent by

the brave hero sent by the master can save the land now.

#### I'm dog tired

Each of the six stages is split into two game styles. There's the main village

where the kind people, dogs, mermaids and snails live (yes this is a strange game), and battle zones full of monster lairs spewing out all manner of weird and deadly things. Killing the monsters seals the lair and returns a living being back to the village.

The returned inhabitants, be they person or tree, slowly rebuild houses, roads and open new locations to explore. Each freed soul communicates with the hero by

chatting or entering their dreams!

#### **Tulip chatter**

It's these two distinctive playing styles that spoil *Soul Blazer*. They're great fun for the first few

(hundred) attempts but each area turns out to be almost identical — only the graphics and guardians change, making gameplay tedious.

It's only taken me a week to all but complete Soul Blazer so don't expect a



Wey-hey! It's another instalment of Zelda! Not quite, unfortunately Soul Blazer lacks the fiendish puzzling and interaction of its predecessor. Communication between characters is limited to very basic statements and clues. Add to this the inabllity to move or lift inanimate objects

and you have a great-looking game with a natty soundtrack, better-than-average gameplay and more than a few silly bits. Smaller and less challenging than Zelda but worth a try.

CARL 86%



Do you often talk to tulips? The ones dotted around this village are particularly chatty!





long-lasting adventure.

The story line's enchanting, the characters are perfectly detailed and come out with some hilarious quips: 'I'm a tulip. My master often chats with me!' — but there just isn't enough going on to justify the price. Nice while it lasts, but don't egt too excited about this one.



Enter the firey stages with crab-like robots to destroy and lots of free barbeques around. Now where's that big pile of sausages? Did anyone bring the tomato ketchup?











light effects — wow!









87

'It wasn't my fault mum! I was just playing Street Fighter II when I tried a Dragon Punch. The joypad burst and bits went everywhere!'

'Don't worry son, I'll buy you a nice new one for Christmas. But there are hundreds to choose from! Which are the best? I'd better ask N-FORCE, they'll know what to do.'

nd here it is. The ultimate guide to the joypads and joysticks that'll be littering the console stores this Chrimbo. We put them to the N-FORCE test — well actually, we got NICK to play his favourite games for hours with each one. If they still worked after that they must be a good buy!

#### QJ Pro Pad (SNES)

• Spectra Video

Here's a trendy joypad if I ever saw one! The Pro Pad has a clear plastic case exposing the circuitry and wiring for all to see — a bit like the Swatch watches that were all the rage a couplle of years ago!

All fire buttons have fast and slow autofire for those tricky games and the [START] button can be switched to create a slow motion effect.

The casing has no moulding to fit snugly in your hands but it's tough and shouldn't give too much trouble if you like to batter your joypads!

7777

#### Speed King (NES)

Konix

14.99

This joystick's been around as long as I have! It started life on the old computer systems but has finally upgraded itself onto the NES.

The ergonomically designed (moulded to your hand) case feels good to hold and fire buttons are simple to operate. It has an autofire mode too — ideal for mega-scores in those alien zapping games.

The Speed King may have been around a long time but it still gives these whipper-snapper joypads a run for their money.

TTTT

#### Angler (SNES)

Beeshu

£TBA

If you fancy a pad that moulds to your fingers then this is the one! The back has two grooves for your fingers to fit snugly into. Each button features autofire and slow motion, although the [L] and [R] buttons are a bit uncomfortable after a long playing session.

There's the choice of normal directional controller or fix an insert into the pad to give a semi-joystick feel.

Hot off the production line in America this is a great pad — but why is it called the Angler?

1111

#### Quest (SNES)

• Slick Sticks

Now this is a nicely designed pad! The slick black plastic moulding fits neatly into the palms with all buttons easily accessible.

It has the usual autofire and slow motion modes with slightly smaller fire buttons than usual and it works an absolute treat. My only niggle is the autofire switches really hurt your thumb when you switch modes quickly.

This aside, it's a superb joypad that's thoroughly recommended to beginners and experienced players alike!

11111

#### **ASCII Stick (SNES)**

• Krazy Konsoles

The Japanese really go for small and compact don't they. This joypad (if you can call it that) is minute compared to some of the American designs.

The whole thing is a ball with fire buttons on the back and direction and [L] and [R] buttons on the front. The autofires and slow motion are controlled by dinky little switches on the front.

I just couldn't get the hang of using it, It's just too fiddly. Nope, sorry Japan. This isn't one of your better exports.

11

#### Trailblazer (SNES)

• Slick Sticks £29.99

The big brother of the Quest joypad has an arcade style stick and all the usual trimmings — including big fire buttons, autofire and slow motion. The trouble is the [L] and [R] buttons are in completely the wrong place!

Try doing a Street Fighter II special move — it's almost impossible!

For shoot-'em-ups it's the bees knees. It looks nice but a little more thought would've made it a real winner.

777





Force Tested 83 N-FORCE JARY '93



#### Game Commander (SNES)

● Imagineer £TBA
What? Hold on.
This is just the normal SNES joypad... oh, wait a minute. There's a few little switches crammed into the middle to give autofire and slow motion. But that's



The idea of buying a new joypad, beside replacing a damaged one, is to get something different that feels good to use. This is the same moulding as the Nintendo effort and to tell you the truth, it won't win any design awards! If all you want is autofire, check this out.

11

#### Turbo Touch 360 (SNES)

• Hornby Hobbies £19.99/£16.99

Revolutionary! At last a joypad you don't have to thump the hell out of! Just glide you thumb over the directional control pad and sensors pick up the movement.

The Turbo Touch 360 is available for both the SNES and NES and features autofire, normal fire and a new octagonal direction pad.

Controls takes some getting used to but after a while they're a doddle! Not the best pad for platform games but as a shoot-'em-up controller it's ace!

TTTT



#### **Topfighter**

• Spectra Video

Street Fighter II fans sit up and take note. This joystick has a unique feature allowing you to program special moves. Just press one button to deliver a Dragon Punch, Spinning Bird Kick or Yoga Flame!

The arcade style stick has six normal buttons and three programmable ones with an LCD display to tell you what's what.

It may not look a million dollars but it certainly performs like it!

77777





# Handy Boy (Game Boy) • Joyplus

£29 99

Turn your Game Boy into a mini space station with this amazing device. It features stereo speakers, adjustable magnifying lens, illuminating light, joystick, bigger fire buttons and a shoulder strap — all in one!

When all the gadgets are folded out, your Game Boy could easily be seen orbiting the earth! Power comes from normal batteries through an adaptor, so runs them down a bit faster. Definitely the best Game Boy add-on we've seen so far.

77777





Okay, forget the bit about socially misunderstood aliens invading the earth and destroying all but you and your small contingent of super ships — lets look at the game. Tons of power-ups and cash to collect and exchange at the inter-stellar equivalent of Halfords. Buy anything you need to annihilate a species. A beastly blast for the Boy that compares well with similar games

already available.

**CARL 73%** 



# FORCE FAX



n the power-up shop build weapons around the ship. First go for a back fire, then side until you have every direction covered.



Hey DJ — give me a blast from the past! NICK digs out some of his *Bomb the Bass* records, turns the volume up and blows those alien mothers to bits!

o you really want to know the story line to Xenon 2? It's bound to be something to do with great alien forces, unexploded time bombs and hoards of minions waiting to be pounced on! So I won't bother with all that tosh — let's get straight to the nitty gritty...

This is a vertically scrolling blast-'em-up with five levels of action, three difficulty settings and a shop mid-level. Pop into the shop to spend cash collected along the way on a variety of weird and wonderful weapons.

#### **Fiddly firepower!**

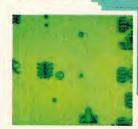
Side shots, zappers, super nashwan (sounds like a Tandoori speciality!), mines and megablasters are bolted onto the basic ship with a sock of cash and a good spanner. The ugly alien shopkeeper chatters away and offers to buy items back to boost the cash flow.

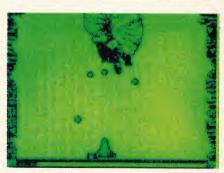
Highest quality weapons cost up to 4000 cash points but they're essential against the really tough dudes. Aliens come in many shapes and sizes — some wiggle, some zoom and some are mad bleeders diving straight into your ship at the slightest chance.

Xenon 2 has been a smash hit on every computer format it's touched. Originally programmed by the legendary Bitmap Brothers it's famed for its sound track: Megablast from Bomb the Bass. The Game Boy version's still recognisable — if a little wimpy.

If you want an honest to goodness shoot-'em-up with no messing around then *Xenon 2* is your fella.

NICK 66%





Shoot-'em-up action as those aliens come at you thick and fast!





Usual shoot-'em-up style with impressive guardians

#### SONICS

A reasonable rendition of the Bomb the Bass Megablast tune

#### PLAYABILITY

Simple controls and lots of power-ups to collect

#### LASTABILITY

Repetitive levels — nothing new to offer blast fans

# FORGE

Certainly a megablast but



66

63

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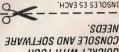
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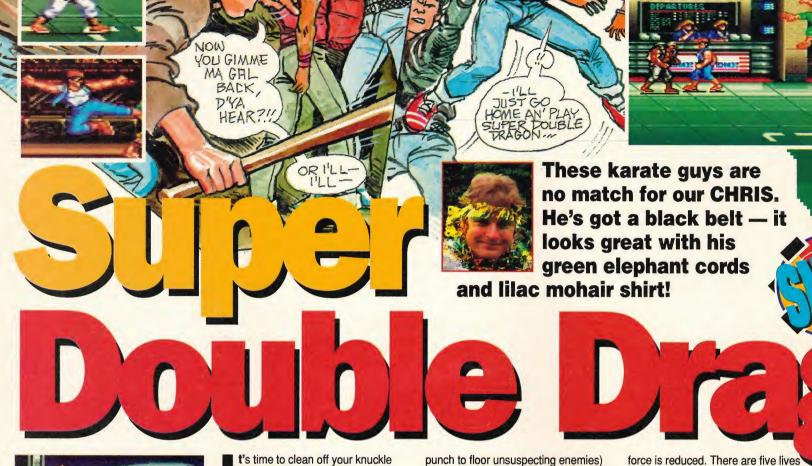
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Trouble in the airport departure lounge! Use the defend control to grab an opponent in an armlock, then throw him to the floor for maximum damage.

t's time to clean off your knuckle dusters and practise your Bruce Lee impressions because Super Double Dragon has made it onto the SNES. A huge smash on coin-ops

and 8-bits - unfortunately, the 16-bit version's a big disap pointment.

Game format's standard one- and two-player horizontal scrolling beat-'em-up. The scenario's the old

faithful - rescue your sweet and innocent girlfriend from the clutches of the ruthless criminal mob. Okay, so it's not the most original but humorous touches (like the speed ball you can

punch to floor unsuspecting enemies) make it really enjoyable.

Take control of either two highly skilled martial artists, Billy and Jimmy Lee. Objects such as knives, staffs and

nunchaku can be picked up and used as well as the vast array range of kicks and punches.

The two brothers also have special dragon powers - hold [L] or [R] to charge the

dragon meter, providing energy to perform crushing moves such as

and five continues making this a rather easy challenge.

#### Who flung dung?!

Unfortunately, gameplay's let down by poorly-defined graphics - sprites are small and the backgrounds lack depth and colour.

On the positive side, the animation's very good. Block an enemy's attack to get him in an arm lock. Now throw, slap or kick him in the head a few dozen times! Each move is executed so smoothly you expect to be sued for GBH!

Game tunes are lively but incredibly annoying and there's no sampled speech. Sound effects are a bit naff kill a guy and you hear a 'bleaghhhhh' sound as if he's chucking his ring!

#### Easy peasy

Action's for one and two simultaneously. Work together to defeat the multiple enemies, better still scrap with each other whenever there's a spare moment - you won't get as far but it's loads of fun!

The difficulty setting's far too easy five continues to conquer seven levels is too generous. Experienced players will complete this in the first sitting. One to consider for your Christmas list but to be honest it's one of the weaker beat-'em-up titles.

**CHRIS 68%** 

# hurricane kicks. Another energy bar represents the

fighters' health. Each time he's hit, life



sing the defend button, it's great fun to grab enemies in an arm lock then slap them around the face before launching them across the room.



Left: Two tickets to New York please — Getting airline tickets is awfully hard these days!

Right: punch the speedball to smack an opponent on the bonce very painful!







Grab an oponent by the hair and you can knee him in the face or throw him at an oncoming enemy. You can also hold him and back kick the guy with the swords!







**Ground floor** menswear... going up! Hey, what are those dudes doing at Harods?





On first impressions, Super Double Dragon is a pile of steaming lama entrails. But wise man say don't judge a book by its cover — so I kept playing. Appearances are deceptive and after a few bouts this game starts to smell a lot better. All in all its a solid beat-'em-up that's more fun in two-player mode. A

compulsory purchase for followers of the series, but think **CARL 71%** hard before parting with the wonga.



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ve credits per game means it won' take experienced players long to

it plays better than it look:



Hmm. An odd game for a snes this. It's a kind of *Battleships* but you can see your enemies. Build a nice castle, fill it with cannons of all shapes and sizes, then blow away as much of the enemy as possible!

Graphics are poor despite the Mode 7 and 3D effects. There are plenty of great SNES games around — this isn't one of them!

**NICK 42%** 

This is one game where size is important — big cannons and big walls around you castle are what counts!



# Rampart



Fire! CARL builds a wall around his ornamental barbecue, mounts a 12-pound cannon and calls the fire

brigade! What a nutter!

ampart, to put it bluntly, is a very unusual game with lots of originality thrown in. It's a mixture of arcade action and strategy with snazzy spin-'n'-scroll graphics beefing up the gameplay.

The object's simple — maintain the walls around your castle, enclose as much land and additional castles as possible and destroy all enemy ships and troops.

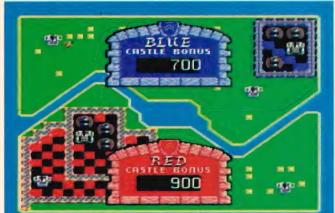
Begin by choosing a castle on a small island. Select one as a base, build walls around it to form a complete perimeter, then place cannons inside the walls.

Now wait for ships to sail by and blast them out of the water before they launch cannon balls or land troops. What could be easier?

After the assault, return to the construction phase and repair the defences or lose the game — annex more land and castles to increase the number of cannons available in the next round.

#### Blast a buddy

In an alternative mode, construction phases continue for a set number of turns — destroy the enemy to reach Walking the plank? What a barbaric game!



the next island, fail and it's game over. An amusing variation is two-player mode — same as the normal game but without the ships.

Even with basic/advanced game settings and three skill levels, *Rampart* just doesn't deliver the goods. A good shot at a difficult game formula but only for die-hard strategy fans. Not enough action to be a smash!

**CARL 60%** 



FORCE FAX



n the two-player game go for the super cannon whenever possible as it leaves burning pits which can't be built over for several moves.

V-RATING

**69** 

Super fast spin-'n'-scroll in Mode 7 but mostly below average in appearance

SONICS

54

50

Poor — the machine's capable of much better sounds than here

PLAYABILITY

A cinch to start with but damn hard after five or so battles

LASTABILITY

446

More of the same, game after game — just not enough depth to it

FORGE

A good looking game, nice idea but poorly put together

**51** 

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What's this then? Operation? Ludo? Chess? The world hideand-seek championships? Flippin' heck, NICK hasn't got a clue!

lue? Clue? What a to-do! These Americans have to spoil things all the time don't they? They took the classic Waddingtons board game, Cluedo, and mutated it into Clue — what happened to the 'do'?

The concept's exactly the same. Up to six human or computer players can play Poirot by moving around the board, visiting rooms and suggesting who the murderer is.

Come up with a scenario and the whole thing's acted out with detailed



CARL always wants to be the hat and really hates it when someone else

gets it. What do you mean I've got to be the boot? Aaaarrgh!



hristmas is coming, the goose is getting fat, when you play Monopoly always get the hat! This adage has stood me in good stead ever since I first played the game.

As the long winter nights draw in and you're thinking of what to buy auntie Ethel for crimble (what is a potpourri anyway and what shade of magnolia should it be), thoughts turn to traditional Christmas prezzies for the kids. It seems logical that in this, the age of the console, nothing could be more suitable than computer *Monopoly* 

Graphics are average but bring nothing to the game. Sounds are poor and paging through the menus is an absolute pain — taking so much time that after one try you want to give up and go home (or if you are home — go out and have a drink!)

#### **Bored games**

Transfering a board games to console should only be undertaken if it enhances play or speeds up gameplay. Unfortunately, computerisation makes the game slow, boring and unplayable. On the whole you're better off, from an entertainment and financial point of view, buying the board game.

Besides, you can't pinch money from the bank while no one's looking and if my little sister's reading this — THAT'S how I could always afford hotels on Park Lane and Mayfair!

CARL 19%





Was it Colonel Mustard in the lounge with a gun? Or a nun and a sausage dog called Colin? Clue is almost the same as the board game, with a few differences like not being able to see the whole board. I found gameplay frustrating — it's easy to forget where the characters were and

what murder weapon they used. Graphics are an improvement on its close relative, *Monopoly*, and are less confusing. Sound is good with background music to set the scene. So, if you're a budding Miss Marple, this is **ROB 81%** your baby.

locations and animation of the dirty deed! This is the best part of an otherwise lilfeless game.

#### Who done it?

I just can't see the point of converting board games onto console. Anything that needs dice to give a random element should be kept well clear of by programmers.

Both Clue and Monopoly come from the same stable and both are destined for the all-time big flop award!

It features all the essential Cluedo elements and the computer animation adds a new dimension. However, there's simply no point in paying up to £40 for a SNES conversion when the original's less than half the price!

Stick to the board game — you can't improve a classic.

**NICK 51%** 

Was it Miss Scarlet in the drawing room, with a gun, some rope and a crap dress? Nah, it's John Inman from a classic scene of Are You Being Served!





### FORCE FAX

Careful, a stray dice can

make a crater in the ball

room - look at the dirt

under those nails!



f you get bored of playing the game, select all computer players, sit back and watch them battle it out together mad or what?













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It's amazing! They seem to have made this even more yawnsome than the original board (bored) game. If you're one of the bread heads who enjoyed it first time

round, you'll love this — I think it's dreadful! It's easy to lose track of the action if you're not watching closely and as up to eight can play, your head begins to explode if you play it for more than an hour. Graphics are the best feature — the hat, dog, iron, etc, bounce around cleverly and the penalty payments have silly little sequences relieving the boredom... but only a little. **ROB 30%** 

This little begger runs off with the loot at the end of the

game! Must be to trim that whopper of a tash!

ot as good as the board game should give you a clue

lire, bad, nasty, where are they That FX? Not very good at all

akes three times as long as the original — that's bad

Is long as it takes to start the game hen switch off your snes

d like the plague console game from hell

9

20

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There goes a whizz-bang! CARL hops into his string-bag and takes

it to heaven and back!









dogged from behind by the Red Baron, keep turning in tight spirals. A smaller turning circle brings you up behind him.

ally tally-ho! Chocks away chaps and watch out for the Hun in the sun! Waxing my magnificient pointed moustache, I leapt into my kite for a showdown with the knights of the air.

In case you're wondering what I'm talking about, this is the language of World War One shoot-'em-up, Sky Mission.

Select one of five pilots in your squadron for a neat, if somewhat pointless, character profile — in the case of John Hargreaves, it's burly factory worker from Manchester who's strong as a bull!

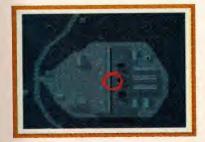
#### A good barracking

Passing swiftly on, enter the barracks and await mission details — bombing, strafing or air-to-air combat against one or more opponents. Once in the air, action's viewed from behind and above — bombing uses an overhead view of the target.

The quality of the graphics is almost enough to sell the game — gameplay's pretty hot too, but the less said about the sonics the better!

#### Tally-ho!

Controls are difficult to start but practice makes perfect. The hardest part's judging height above the ground



— I swear the soil jumps up and smacks the undercarriage!

With only a dozen or so missions to complete, the game's easy pickings for accomplished pilots. The addition of a skill level, with certain missions only playable on the harder levels, would've helped.

For flight-fight-fans this is a must — otherwise think carefully before buying.

**CARL 79%** 



OLD FASHIONED AIN'T THEY?

Wow! With wind in my hair and scarf caught in the tail rudder, I dived and bombed the enemy munitions factory — only to find the ground a lot closer than I thought. Whammo! Unfortunately, this is just one of the problems which subtract from what could be a really good game. Graphics are superb and difficulty's damn hard — flying through shrapnel, feet from the ground,

had me with sweaty palms more than once! But again, too much is put into good looks and not enough into playability.

DOUG 75%



**Above: bandits** 

at noon -

prepare for

dog-fight!

Chartie Dexter

Right: Oops! This is what happens if you try to be too clever!







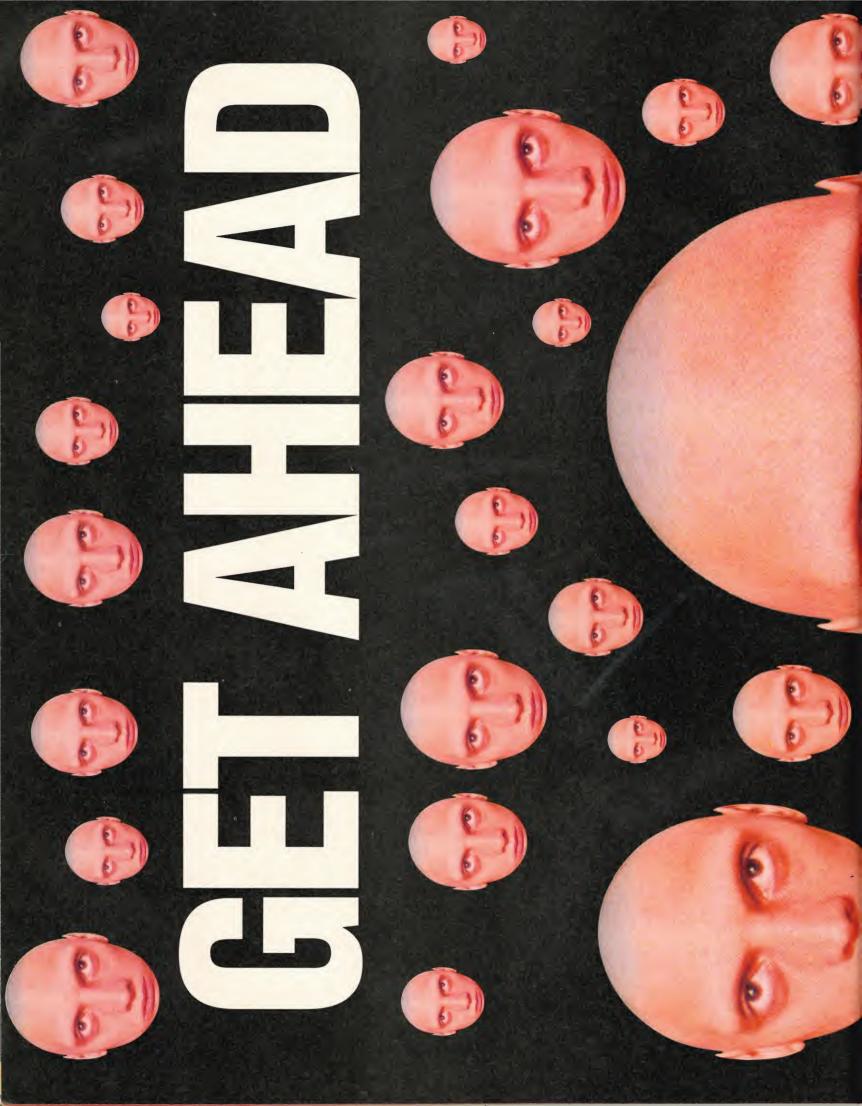


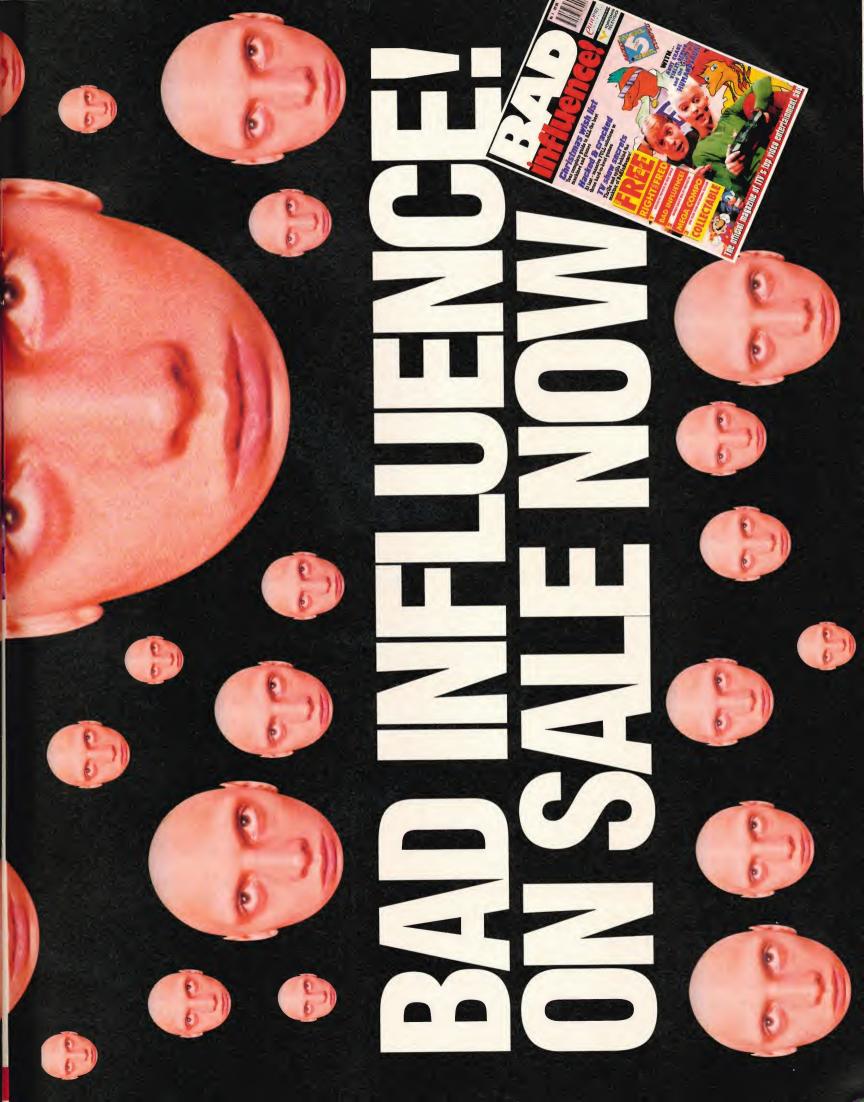




Chocks away and don't prang too soon — good but flawed









Rev the engine, fill up the tank, put oil all over the opposition's wheels! There's none better than NICK's F1 racing team!

very schoolboy dreams of becoming a Formula 1 racing driver with the thought of speed, danger and enough champagne to fill a small swimming pool!

Most never live out that fantasy but with F1 Exhaust Heat you come pretty close!

Starting with a couple of grand and a dedicated team of mechanics, the sky's the limit. Splash out on super-go-fast add-ons such as engines, tyres, nitros, wings, diffusers, and fluffy dice—just like the real thing but without the bank-breaking bills! Each of the six teen tracks rotates around the main car in Mode 7 to give a superbly-realistic driving effect.

#### **Exhaust fuming?**

When it comes to race time things get really tough — cars barging each other all over the road to get pole position. A couple of bashes and it's time to go into the pits — the viewpoint pans around the car and mechanics rush out to repair the damage.

The tracks couldn't be more realistic in the way they spin around the car and scroll as smooth as a

baby's bum.

There's some excellent betweengame presentation too, with animated sequences for saving a position and winning money, plus the usual groovy tunes

If you enjoy the thrill of racing but don't want to move out of your arm chair then check out F1 Exhaust Heat — revving up its engines at a console shop near you!

"EXHAUSTION "



F1 Exhaust Heat is a brilliant Grand Prix racing sim that goes to great lengths to reproduce the intricacies of life on the Formula 1 circuit. The game boasts excellent sound effects with an impressive blend of funky music and sampled speech. It takes a while to adapt to the speed of the game but after a few spectacular wipe-outs you'll find the handling first class. A two player head-to-

head option would make it the ultimate racing game. As it is, it's still a top class product that should definitely be checked out! **CHRIS 88%** 



Mama mia! It's the Italian Grand Prix and we're only fifth on the grid must have been Nick stopping for Cornettos on the practise lap!



The car sounds like a lawnmower at times — the soundtrack's excellent though

PLAYABILITY

Loads of equipment to buy — the automatic gearbox is a cinch to handle

ed speedy 3D effects and stunning e 7 — scrolling has to be seen to be

LASTABILITY

Sixteen tracks to conquer, lap records to beat and as many world chamionships as

FORGE

As close to life on the F1 circuit as possible!



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Yep, now you too can sound as if you smoke forty a day and live in a aqualung ten fathoms down. We'll be in touch Jacob with details on how to collect your prize.

Well done to all those who entered and better luck next time to the unfortunate losers.

#### Fly paper

The amount of frenetic game fiends proclaiming to be Manky Flies was phenomenal - there are plenty of budding Spider-men out there. But sadly only ten could win and avoid the swatter:

These lucky bods each receive a copy of Return Of The Sinister Six on the NES: Nusrat Gillani, Cheshunt,

Mathew Higgs, East Sheen, London

Jane Theaker, Sothall, Sheffield

David Rees, Burry Port, Dyfed

Andrew Hamilton, Grangetown, Sunderland James McGrath, Craigavon, County Armagh,

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P. Milard, West Midlands Johathan Sendel, Sheffield, South Yorkshire

Johathan also got the most laughs for his tie breaker: 'Spiderman can do whatever a spider can... because Nintendo is an equal opportunities employer!'

Well done to the lot of you and we'll be in touch about how you can claim your great

#### Take a break

Finally, a big hello to Nicholas and Ben from Pillerton Hersey, Warwick. Nic and Ben sent us a great letter and some sketches for a game they wanted us to design called Kit Kat.

These fellas did a great job with maps, baddies and drawings of characters.

Sorry guys but we don't design or create games here, we just take the hard labour of other talented programmers, make light of their skill and cast scorn on their efforts. In other words we're impartial games reviewers.

Seriously though, if we could help we would, but for now we're sending you both examples of that design classic of leisure wear - the N-FORCE

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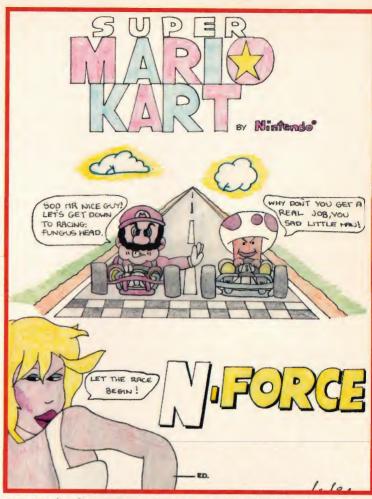


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AUDACIOUS





Scott Swingler of Birmingham reckons our mate Mario should stop being Mr Nice Guy when it comes to karting! Your N-FORCE T-shirt's on the way...



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#### **Mud blastin**?!

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Letters! (106)

N-FORCE ■ JANUARY '93

#### It's too easy!

The magazine is excellent, with ace reviews of *Smart Ball* and *Legend of the Mystical Ninja*.

But I found you were a little off the mark with the lastability on Addams Family. The game is only four days worth. It's so simple! No where near the 85 percent mark Ace and Gunns

gave it in the same issue.
■ Paul McGinn, Hamilton,
Lanarkshire

■ Four days worth 'eh? Did you sleep at all during that time?

#### **Mystic madness**

Tentatively, I opened the plastic bag that bore that sacred magazine,

# Letter of the month!

I think your mag is the most excellent mag on this planet.

I'm not a scrounging sad git or anything, but I hope I say the right things because I'll do anything to get my hands on an N-FORCE T-shirt — they're totally excellent and Segafree.

I think Oli's paintings at the top of every review are cool, but what happened to the cool gore and blood (in the 1st issue)! Has some wimpish-dweeb's excuse for a parent writen in and said if you don't take away the blood and gore they'll sue you? I'm sure Carl (Gunns) would have put them right. If you don't print my letter I'll keep on writing in! I have every

you don't print my letter I'll keep on writing in! I have every one of your mags and I'll be collecting every single one that's published.

■ Kelly Smith, Witney, Oxon

■ Kelly, you sure are a sweet talker! For you lovely letter and tastefully-decorated envelope, we're sending you an extra-large, extra-white, extra-cool N-FORCE shirt. You be good now!

#### G'day mate!

I absolutely love your mag, it's completely cool. I think Oz is a dude because I come from Australia myself. Don't worry Oz, I don't mind sinking a few cold tinnies myself while playing *Super Mario*.

I own an NES and am saving up for an SNES. I'm just wondering what version of the SNES do we get in Australia — the American or the Japanese?

I used to buy other Nintendo magazines, but now N-FORCE is the only one I buy. The reviews are totally excellent and the drawings are out of this world.

Keep up the great work.

- Ken Schumann, Toowoomba, Australia
- Cheers cobber, Oz sends his regards. You'll be able to get both versions of the SNES in Australia, but the Japanese one will be the most popular.

N-FORCE. I flipped carefully through to the Yank Tank and spied a brief, poignant article detailing a handheld akin to Nintendo's. It was dubbed the 'Supervision', not unlike a Game Boy but divided in two. A corrugated plastic pipe linked the two halves, permitting its user to angle the top half to their preference, a novel feature. Several cartridges also materialised, about twelve in total. These were not dissimilar to, spit, spit (sorry nasty cough of mine) Game Gear ones, which is, I have been informed, a distressing omen. The Supervision, I sense, retails in Taiwan for approximately twenty-five pounds

with games at 60% less. A resounding voice in my mind keeps whispering 'Do not buy this pretender to the hand-held throne. Don't!' I perceive, regrettably, that this hand-held will follow the ghastly fate of the Game Mate's early grave.

- Yours mystically, The Sage
- Excuse me?

#### Stop yer cussin'

I know that you think N-FORCE is the best mag in the galaxy, but it's not. Ha! Sega Force is better than thou. You have swear words everywhere.

There are young ones reading this mag — me for instance — and you put



#### Vroom!

How d'ya fancy climbing into the cockpit of your very own petrolpowered off road buggy? This thing's a total blast and if your number is the same as the one on our hotline get ready to ride!!

# Instant winners...

Hey check it out — if any of the following numbers is the same as the one on your N-FORCE XPress card you're an instant winner.

#### Top five compact discs

 Yes, if any of the following numbers is yours you can bop till you drop with the top five CD's!!!!

If you're one of this months instant winners send your card to: Instant Winners, N-Force, Magafone, Sandylands House, Morecambe, Lancs, LA3 1DG. 520600 611117 587820 531204 595411 566158

Check 'em out NOW!

#### Got no card??

If you haven't got your N-FORCE XPress card yet, send a SAE to: Department NOPN, Sandylands House, Morecambe, Lancs, LA3 1DG.

# Game for a laugh

Is your cart collection looking a little sad? If the number on you XPress card matches the winning number on the hotline, you get FIVE new games of your choice!!!

# CALL 0891 424199

Answer two simple questions and all will be revealed!!!

Calls cost 36p/min (cheap rate) and 48p/min all other times inc. VAT. Please ask permission before you call. Length of call 5.5 minutes approx which will cost £1.98 at cheap rate. A winners' list/full list of rules is available by sending an SAE to Megafone Ltd, Sandylands, Morecambe, Lancs, LA3 1DG. Numbers are available for inspection at the Megafone offices 9am-5pm Monday-Friday only. @ Megafone Ltd 1992.

Letters!

# ay What?!

How do you think the SNES compares to the Mega Drive?

■ Ken Schumann, Toowoomba,

I think your mag is fantastic and I can't wait for the next issue.

■ George Thompson, Dumbarton, Scotland

(Hi!) Can you send me some goodies like poster cheat stickers? I'm your No.1 fan in the whole world.

■ Ben, London

Why are Mega Drives so crap?

■ Robert, Hull, Yorks

I think Gunns is the best games player this side of the Danube!

lain Byron, Prescot, Merseyside

I'm writing to you to say how good your magazine is - I have every issue

Anthony Taylor, Sunderland, Tyne & Wear

My sister plays her Mega Drive all the time. It's really sad.

■ Ken Whisson, Tenbury, Herefordshire

I've only just started to collect N-Force and there's no doubt about it it's the best mag ever.

■ Marcus De Pian, Sutton Bonington, Notts

If I got down on my hands and knees and begged, could I have an N-FORCE T-shirt?

■ lan Weston, Brighton, East Sussex

You guys are really great! ■ Marshal, New York, USA

When is Sonic coming out on the SNES, and will it be better than Super Mario World?

Reg Snorbet, London, W1

I'm someone who bought all the N-FORCE issues (except the first, I couldn't get it here) and I think your mag is great.

■ Rudi Van Boxem, Belguim

What an excellent mag N-FORCE is! Beats the pants off of Mean Machines, who criticised you a while back. Just jealousy

■ Lee Deaves, Leeds

I'm the best Street Fighter II player in the world.

■ William Smythe, Putney, London

I'm glad I buy N-FORCE and not Total, it's a load of tosh!

S Williams, Warrington,

What's Gunns done to his hair, and why has he changed his name? He looks like a fairy now..

■ Phil, Wolverhampton, West Midlands

My pet hates are anything to do with Sega and my sisters invading my room while I'm defeating Dr Wilv

■ lain Byron, Prescot, Mersevside

By the way, say hello to Mario for

■ Nicholas and Ben, Pillerton Heersey, Warwick

Who's that girl in the N-FORCE kids? I wouldn't mind meeting her sometime.

Benj Ruddard, Wimbledon, London

Have you got any spare carts you've finished with?

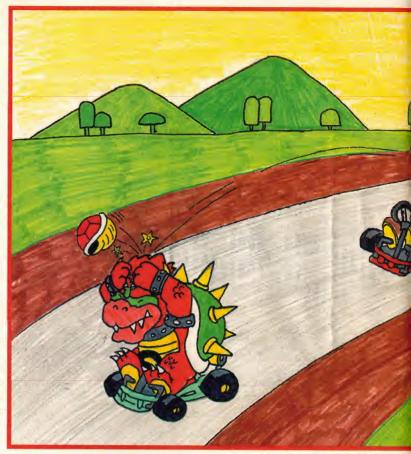
Lisa Welsh, Truro, Cornwall

Me and my friend, Janet, love Shades. Can we have his address?

■ Cynthia Wright, Dumbarton, Scotland

There's been some absolute stunning drawings this month, and we're sorry we can't fit 'em all in. Here's a list of all those budding doodlers and doodlettes!

Alex Lowndes-Knight, Wendover, Bucks Henry Hobson, Salisbury Clive, London **Timothy Jones, Alton, Hants** Gary Reilly, Londonderry James Pumford, Wakefield, W. Yorkshire Christian McGrane, Hengoed, Midglam Adam Smith, Chesterfield, Derbyshire Ken Schumann, Toowoomba, **Australia** Guto Edwards, Ceredigion, Thomas Caulfield, Raheny,



Chris Harris of Bradford-on-Avon enjoys a bit of Bowser bashing, and sent in this tidy drawing to show just how it should be done. Well done Chris, there's an autographed N-FORCE T-shirt winging its way to you as we speak!



The big, bad, mean Vega from James Casburn of Norfolk. Just to make his day, we're sending James a signed copy of this very magazine...

in Sad Bastard of the Month and 'tighter than a duck's arse' (in the Darkwing Duck review). By the way, as for Ace's High, it should be called Ace's Low. You are so immature! Pathetic!

- James Kyle (age 9), Seafar, Cumbernauld
- Sad Bastard of the Month has gone, there's no more duck's arses in N-FORCE, Chris (Ace) is very offended, we're not pathetic, and anyone who reads Sega mags should be held upside down in cold custard. Thanks for writing in though.



#### **Posh Dick?**

I think your mag is great and wish there were more like it.

But yes, quite unbelievable though it is, people like slagging you off. People like Richard Henry in Issue 4.

I think he's a posh snob and should be slagged off himself! I think he under-estimates your readers'

Dublin



intelligence — they know when to use crap, crud and other swear words and when not to

- lain Byron, Prescot, Merseyside
- Yes, it's true. Some people don't like N-FORCE. It's something we've never understood...

#### It's really cool!

I'd just like to congratulate you on your magazine. From what I've seen your magazine is excellent and the reviews are great.

■ Daniel Tetlaw, Hebden Bridge, W Yorkshire

If you've got something you want to get off your chest, pop it in the post to Junk Mail, N-FORCE, **Europress Impact, Ludlow. Shropshire SY8 1JW. Letters** in felt-tip pen and crayons will be used first. Oh and don't forget an ugly mug shot!



Christmas always brings problems. What to ask Santa for? Are there enough batteries for all the toys? Don't fret. Send your quibbles to: What's Your Problem?, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1JW.

#### Super games?

I don't have to tell you how good N-Force is, it's definitely one of the best mags around. So please could you answer these few questions.

1) Which two games are best for SNES out of: EDF, Ultraman, Fire Pro Wrestling, Actraiser, Contra III. Home Alone and American

2) Will you be reviewing any of them? If so, when?

3) Which are the best SNES joypads-sticks?

4) Is the Datel Action Replay worth £50? I mean for £50 you can buy a game, which would be more exciting?

5) Will Dragon's Lair 2 be coming to NES, SNES or Game

James Pumford, Wakefield, W

Both Actraiser and Contra III are excellent games. The first is a role playing adventure and the second is one of the greatest shoot-'em-ups I've seen for the SNES. You may have seen Contra advertised as Super Probotector. We've already reviewed Contra III back in Issue 1 but Actraiser is a little out of date for us now.

Check out the joypad feature this issue for info on the best! As for the Action Replay. If you are a cronic cheat then you'll love this - infinite lives and time on all your games!

Dragon's Lair 2 eh? We haven't heard a sausage - it's bound to be on all formats when it arrives though!

In one of the lesser Nintendo mags, I read about a 32-bit adaptor for SNES. Is 3) If it is, is it any good?

4) What's happened to SBOTM? ■ Robert, Hull, Yorks

Nintendo have revealed plans for 32-bit software on the SNES overseas. The upgrade would be included on every cartridge and would allow special 32-bit graphics with some slick looking games! Our sources tell us it only costs around an extra £5 per game!

Ultraboys? I've heard of Ultraman on the SNES. It's a tacky beat-'em-up with a Japanese super hero - certainly no Street Fighter II.

SBOTM, never heard of it! No, it was dropped when we had a shake up in the magazine. I'm sure you'll all agree the mag's much better without it!

#### **Blind date!**

It's obvious how excellent your mag is. Here are some auestions:

1) Why is Street Fighter II so expensive?

2) In Issue 3 you said that the SF II book was free, but I the magazine price went up. Why?

4) When is Bart vs The World coming out?

5) Where in the North West does Ace come from?

Thanks a bunch

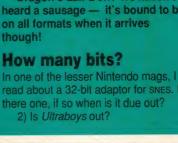
Tina Barlow, Kirkby, Liverpool.

You see it's like this... you pay for quality products! SF2 is so pricey because it's a highly popular game, plus the fact that it's a 16 megabyte cartridge — meaning more chips inside.

The price increase on Issue 3 of the magazine had nothing to do with the book on the cover. There are many factors affecting price, it just so happened that the price went up the same issue as the book! To keep you happy the magazine's back to £1.95 this issue.

Bart vs The World is already out on the NES. We've heard nothing about a snes version, but check out Bart's Nightmare — it's superb!

As for Ace, he comes from a lovely place called Warrington. Nope, I don't know where it is either!





With consoles smoking and joypads exploding, these game fiends sure know how to cook. If you're the sort of dude who scores big with his joystick, let the Hyper-Zone Hall of Fame know...





Tetris fan Ian Boyham sent in this pic showing how important it is to read the warnings in GB manual — playing for more than two hours will turn you into an

PUNCH OUT NES David Caudle, Pollok, Glasgow BART VS. SPACE MUTANTS David Caudle, Pollok, Glasgow

completed, 8 lives left

KICK OFF NES David Caudle, Pollok, Glasgow Won all tournaments

FAXANADU NESS

David Caudle, Pollok, Glasgow

completed

DUCK TALES GB David Kingsnorth, St Ives

SNOW BROS GB David Kingsnorth, St Ives completed

Jonathan Roe, Thorpe End, Norwich completed all wrestlers on 'hard'.

CASTLEVANIA 2 GB
David Kingsnorth, St Ives

completed

MEGAMAN GB

David Kingsnorth, St Ives

completed Jonathan Roe, Thorpe End, Norwich ompleted
TERMINATOR 2 GB

David Kingsnorth, St Ives

completed

DR MARIO GB David Kingsnorth, St Ives

completed
TETRIS GB J
Jonathan Roe, Thorpe End, Norwich completed level 9 high 5. lan Boyham, Wavertree, Liverpool 159 lines

Jemma Edwards, Cleator, Cumbria score: 32,855 102 lives J Edwards, Dyfed, Wales score: 34527 Dylan Owen, Bangor, Gwynedd

score: 115,226 TETRIS NES David Caudle, Pollok, Glasgow

David Caudie, Poliok, Glasgow score: 193 lines GB GOLF ■ GB ■ Dylan Owen, Bangor, Gwynedd Japan, 55 (-17) USA, 61 (-11) SUPER SOCCER

Jonathan Roe, Thorpe End, Norwich score: 32-0 vs Belgium

FINAL FIGHT SNES Jonathan Roe, Thorpe End, Norwich

TINY TOONS GB J Jonathan Roe, Thorpe End, Norwich completed 1 life

Please print my brilliant high	scores in the	one and o	nly Hyper-Zone
Hall of Fame!			

1	format
	format
	formatformat
0	

I am telling the truth, honest guy I have enclosed a photo of my ugly mug

Name		
	Postcode	

 Send your high scores (if you dare) to Hyper-Zone, N-FORCE, Europress Impact, Ludlow, Shropshire, SY8 1PD.

# \* It's all FREE? They must be mad! \*



**Pssst! Mate! Wanna buy a Game Boy?** All legit, whata 'bout a snes? Cash on the nail, it's top quality gear or my names not cut-me-own-throat honest Arnold... Whata ya mean you're gonna check out N-MART first?

#### PEN PALS

- Gamer-Link! The Pen Pal club for gamers, run by Gamers! Free swap service! Send SAE for details to: 28 Church Field, Ware, Herts, SG12
- Gamer-Link The Pen-Pal club for ALL Nintendo owners send SAE for full details to: 28 Churchfield, Ware, Herts, SG12 OEP.
- Penpal wanted that owns a Super Nintendo and is between 11 and 14 vears old. Danny Jackson, 2 Malvern Rd, Gunthorpe, Peterborough, Cambs.

TRHITORS

### WANTED

- Faceball 2000 on GB wanted, box not required (it'll probably get squidged!) Will pay up to £15 - call Phil (091) 526 3558 after 7pm. Hi to Dolphins fans, Phil Halliwell, 16 Tudor Court, Shotton Colliery, Co Durham.
- UK, USA, Jap Super NES and Super Famicom games wanted, also wanted Nintendo NES with good collection of games or games only. Please tel: (0527) 32230.

#### FOR SALE

WE'D DO

ASPECIAL

-BUT

NO DNE'S

Adventure of Link and Bad Dudes for NES, £25 each or both for £45. Phone Tim on (0734) 834113.

> Bauer roller skates. Size 7 with

hockey socks, VGC £55. Tel (0602) 841823.

Eleven Game Boy games in one cartridge, only available in Taiwan, worth £275 - will

sell for £150. If interested contact Daniel on

> (0992)589187. Games include Turtles

2, Popeye 2,

Operation C, Solar Striker, Boxing, Castlevania, Burger Time and Pacman.

- Excellent NES for sale!! Ten games including Link, Turtles, Off Road, Life Force, Excellent condition, everything boxed plus instructions worth over £400. For sale at £210 plus double player controllers. Tel (0483) 476459. Ask for Anthony after 18.30. Price negotiable.
- For sale, Game Boy and seven games including Mario and Golf. Sell for £100. Phone Mark after 6pm on (081) 360 0056.
- For sale, Yamaha keyboard, over 100 tunes and built-in microphone to edit your speech. VGC £60 ono. Tel (0789) 731275.
- Game Boy (with two-player lead and four-player adaptor, headphones boxed) and six games inc. F1, Tennis, Marioland, Blades of Steel (boxed with instructions). Worth £200, bargain at £140. Tel Debbie after 6pm on (081) 958 2113.
- Game Boy 16-1 cart for sale. sensible offers only. Ring Russell for details (081) 363 1396. Also Famicom games for sale.
- Game Boy and four games also carry cases and headphones, leads. and AC adaptor, all boxed and in good condition worth £170 will sell for £105 ono. Tel (0892) 652040.
- Game Boy for sale with Kick Off, sell for £70. Phone Tommy on (0272) 423557.
- Game Boy game for sale, Chess Master will sell for £14. Tel (0222) 766571 ask for Andrew.
- Game Boy with Revenge of the Gator, Choplifter 11, Tetris. Also twoplayer lead, hard carry case and battery pack. Worth £150 will sell for £125. Also Streets of Rage for Megadrive £25. Phone Tim after 4pm on (0734) 834113.
- Game Boy with seven games, nightlight and double player lead worth £250. Accept £135 for quick sale. Phone Mark on (0332) 558844.
- Game Boy with ten games and

battery pack, and game light, worth £350+, only £195, Call Richard on (0600) 860114.

- Game Boy with Tetris, Qix, Robocop and Blades of Steel plus lightboy, magnifier and earphones. Bargain at £110. Phone Pat on (0483) 894092.
- Game Boy with Tetris, R.C Pro, Dr Mario, R Type, Gremlins, battery charger, batteries and leads for £100 (cash only). Phone Richard on (0763) 244679.
- Great Game Boy offer, GB plus adaptor and light and seven games which include T2, Megaman 2, Castlevania 2. Worth £260 yours for £110. Tel (0329) 235183.
- Mountain bike. 15 gear and suitable for 12-13 year olds. Reasonable condition, white and red. £60ono. Phone (06040) 406637.
- NEO GEO-SNES Games for sale, consider swaps, also many Mega Drive games. Ring (021) 4597576
- NES 2 controllers, max controller, light gun, Mario 1 & 3, Duck Hunt, Hogans Alley, Mega man 1, WWF Wrestle Mania, Maniac mansion. VGC, six months old, fully boxed. Cost £430 accept £215. Tel (0293) 885697, buyer collects.
- NES action set for sale. Include SMB 1&2, Duck Hunt and Lifeforce. Everything boxed with manuals. Three months old, ideal for person on budget. £80. Call Stuart on (071) 231 5005 (work) or (081) 529 1640 for details.
- NES and three games, Chip 'n' Dale, Mario 1 & 2, all boxed, Will sell for £150. Phone Michael on (021) 3828769.
- NES console with four games. Mario 3, Gremlins 2, World Wrestling and Turtle. Good condition, worth £240 will sell for £120 ono, or will swap for Megadrive and one game. Call (0299) 879533 after 4pm. Ask for Warren.
- NES deluxe. Good condition. Games include Mario Land 3, Track & Field 2, Zelda 2, Plus Konix rapid fire joystick. Fully boxed £170 ono. Tel: Sid on (081) 740 7316.
- NES for sale with six games for only £135 including Mario 3, Double Dragon 2, Duck Tales. Phone (0737) 240329.
- NES for sale and five games inc SMB2 and 3. Worth £245. Sell for £140, phone (0291) 621291
- NES for sale in good condition with two games including Blades of Steel & Turtles £60. Call Paul on (0704) 27629
- NES for sale with Mario 3, Snake Rattle 'n' Roll, Lifeforce and Road Racer, Good condition, Phone (0788) 816117 between 5-6pm. Ask for



ENOUGHTO JANUARY '93

#### Chris.

- NES for sale. It has two controllers and Maverick 2 joysticks, nine games including SMB 1, 2, and 3, Snake Rattle 'n' Roll, Captain Skyhawk and Simon's Quest. It includes games Caddy. Excellent bargain for £190, call William on (081) 942 8005.
- NES game for sale, Nintendo World Cup £10, also Super NES games Pilot Wing £20 each or UN Squadron £20. Ring Alan on (0287) 610930.
- NES in excellent condition with six games, joystick, game caddy and extender leads. Phone Jonathan on (071) 791 1076. Sell for £186.
- NÉS including two joypads, thirteen games inc SMB2, Megaman, Cobra Triangle and Double Dribble plus Robot and light gun. All boxed in mint condition. For quick sale sell for £250. Call Darren on (081) 551 6260.
- NES with Mario 1 & 3, Star Wars, Track 'n' Field, Duck Hunt, advantage joypad. Worth £250 will sell for £150, contact (051) 228 5038.
- NES with nine games. Very good condition. Mario 1, Airwolf, Tennis, Turtles, Rygar, Snake Rattle 'n' Roll and Punchout. £110. Call Simon on (0844) 217912 after 4pm.
- NES with six games. Complete package worth £260, will except offers around £160. Telephone Mark on (0332) 558844.
- NES with ten games inc. SMB 1&2, Castlevania, Exitebike, two controllers, zapper gun and game at ridiculously low price of £150. Good condition plus 'transport crate'. Dial (081) 449 2644.
- NES, Super Mario Bros 1 & 3,
   Double Dragon sell for £130. Contact
   Hemal on (081) 889 0780 after 5pm.
- NES, two joypads, two dual player, remote joypads, power glove, flight grip joystick and nine games including Solar Jetman, Batman, Cobra Triange, Duck Tales, RC Pro-Am. All boxed worth £450 sell for £200. Call Alex (0342) 321100 on weekdays. Must collect.
- Nintendo NES for sale with five games included. They are Turtles, Robocop, SMB 3, Kung Fu and Super Spike Volleyball and with a free plug. All for £175. Call Stephen on (081) 656 7337.
- Nintendo NES plus four great games and light gun, Mario 1&3, Duck Hunt, Cobra and Triangle. £160 ono. Ring Stuart on (081) 977 7430.
- Nintendo Action set, includes NES, two games, two joypads and zapper gun, as new £60. Tel (0483) 722062.
- Nintendo and three games, Super Mario 1, Duck Hunt and Blades of Steel. Also light gun for £110. Call Neil on (0865) 716737.
- Nintendo Entertainment System plus robot, zapper and twenty three games — £350. Phone Andy on (0708) 223753.
- Nintendo for sale with five games
   Mario 1 & 3, Zelda, Top Gun 2,

- Ghostbusters 2 converted for UK-US games. Worth £312. Will sell for Super NES with Mario 4. Ring (081) 671 6127.
- Nintendo for sale, boxed as new. Nine games including Mario 3, Double Dragon 2, Megaman 2, worth £345 will sell for £150. Tel Greg on (081) 399 3185.
- Nintendo for sale, eight games (Double Dribble, Faxanadu), two controllers, light gun worth £350 sell for £180. Phone Scott on (0733) 222419.
- Nintendo for sale, eleven great games including Mario 1, 2, and 3, Kick Off, Gremlins 2 and many more great games. Also NES advantage with lightgun worth £475 sell for £290. Call (0923) 231589 and ask for Steve.
- Nintendo NES still boxed with membership. Excellent condition.
   Less than six months old, two joypads six games. Yours for only £150. Phone Tom or Rob on (0268) 726749 after 4pm.
- Nintendo NES with zapper gun and NES advantage plus nine games and two controllers. Worth £360 will sell for £192. Call (0373) 465147.
- Nintendo NES, with six new top ten games, two controllers, ideal for a Christmas gift. A bargain! Call (0254) 234441.
- Nintendo with light gun and ROB and SMB3, Snake Rattle 'n' Roll, Blades of Steel, Gyromite, Duck Hunt, will sell for £130. Ask for Martin (0788) 812632.
- Sega Mega Drive, ten games worth £550. J Montanna 2, A Kidd, A Blasters, Ghouls 'n' Ghosts, Hard Driving, Sonic, Golden Axe, M Mouse, Populous, After Burner 2, Jap converted and two pads. Sell for £300 or swap for Super NES and five games. Call after 6pm on (0227) 793570.
- SNES American games for sale,
   Zelda 3, Turtles IV, Smash TV,
   Contra III £25 UK, Super Tennis
   £20. Tel (081) 7510495.
- Super Famicom (Pal) boxed, one

- Ascii pad and a controller, two superb games, Super Mario World and Castlevania 4. Jap-USA converter, six months guarantee left. A bargain at £130 or nearest offer. Phone Cliff on (0602) 751885 anytime.
- Super Famicom Jap (Pal). Excellent conversion. Comes with two pads, power supply and TV leads, with either Final Fight or F-Zero. Excellent condition, all boxed will sell for £185 ono. Phone Paul on (081) 554 6359.
- Super NES games for sale, Zeloa 3 £35, Super Tennis £30, or swap either game for F1 Exhaust Heat or Smash TV, both games boxed and complete with instructions. Phone (0582) 582512, ask for Mark.
- Two great Nintendo games for sale. Soccer and Golf only £19 each.
   Tel (081) 295 1634 between 4pm and 8pm.

- UK NES with eight games worth £250 will sell for only £150. Phone (0495) 308247 ask for Ben.
- UK SNES for sale (two joypads, Mario Land, etc) boxed and as new, £100. Phone (0707) 322170.
- US NES action set plus advantage , TMNT2, Life Force, ten months old.
   Only £150. Call (0753) 867073.
- Wow! NES for sale, three games inc Mario 3 and Blades of Steel. Real bargain just £95, Tel (0423) 525770.

#### • SWAP

● I will swap my NES with four games, Double Dribble, Silent Service, Mario Bros 1 and Duck Hunt, inc zapper and two control pads with Game Boy and four + games. Will sell NES separately for £120 ono. Coz (0707) 52764.

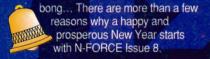


SECTION: pen pals	N-Mart advertisements are free to every businesses, companies and wobbling har eggs. Just fill in this form (one word per be send it into N-MART, N-FORCE, Europrese Ludlow, Shropshire, SY8 1JW.							
		A17,53800 A48,400-6353						
Name		Address		Post code				
Tel:		N-FORCE any responsi	will try its best, but can't promise to put every ad in. Also, we can't take sibility for incorrect ads or as a result of ads placed in this section.					

**BONG...** Right! Put down those presents and small glasses of sherry. You, at the back with the squint and dandruff on your parka drop that mince pie! You better get your act together if you want to see the new year in with

**N-FORCE!** 

BONG: well, only another 365 days and 12 issues of N-FORCE and it's the season of good cheer once more, I know what you're thinking - not many! A mere dozen instalments of the top reviews and news before that fat chap starts parking his sled on your roof 000000

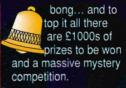


bong... flexing a birch ripped from the yuletide log, Master Nick (Corporal punishment) Roberts, bachelor of drive-'emups brings you Six of the best raveuntil-your-gear-stick-drops-off games and three hours' detention after school!

bong... pull on your pointy carpet slippers and leap through the many levels of Prince of Persia on the NES. Rescue the princess and be her New Year's tall, dark stranger.

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death with gay abandon. Remember, a Lemming's not just for Christmas - if you're careful there'll still be some to blow up in the new year! Catch the Game Boy review before it falls off the edge next month.

and blue chaps plummet to

bong... yet again the little green

bong... why not pay a visit to MacDonaldland on the NES and welcome in the New Year with two beef patties, onion, lettuce and pickle all on a sesame seed bun and some pulse-racing gameplay to boot.



bong... Happy New Year from all the N-FORCE crew!

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review next ish. N-FORCE is an independent Europress Impact Ltd. Ludlow, Shropshire,

bong... screaming onto the

SNES with afterburners roaring

and twin-phase plasma

cannons locked, is Wing Commander. Plot a course for the

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